PlayStation®

NTSC U/C

PlayStation®

BRAVE FENCER™ MUSASHI™

EVERYONE
E
CONTENT RATED BY
ESRB

SLUS-00726
SLUS-90029

SQUARESOFT®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SQUARE ELECTRONIC ARTS GAME TIPS

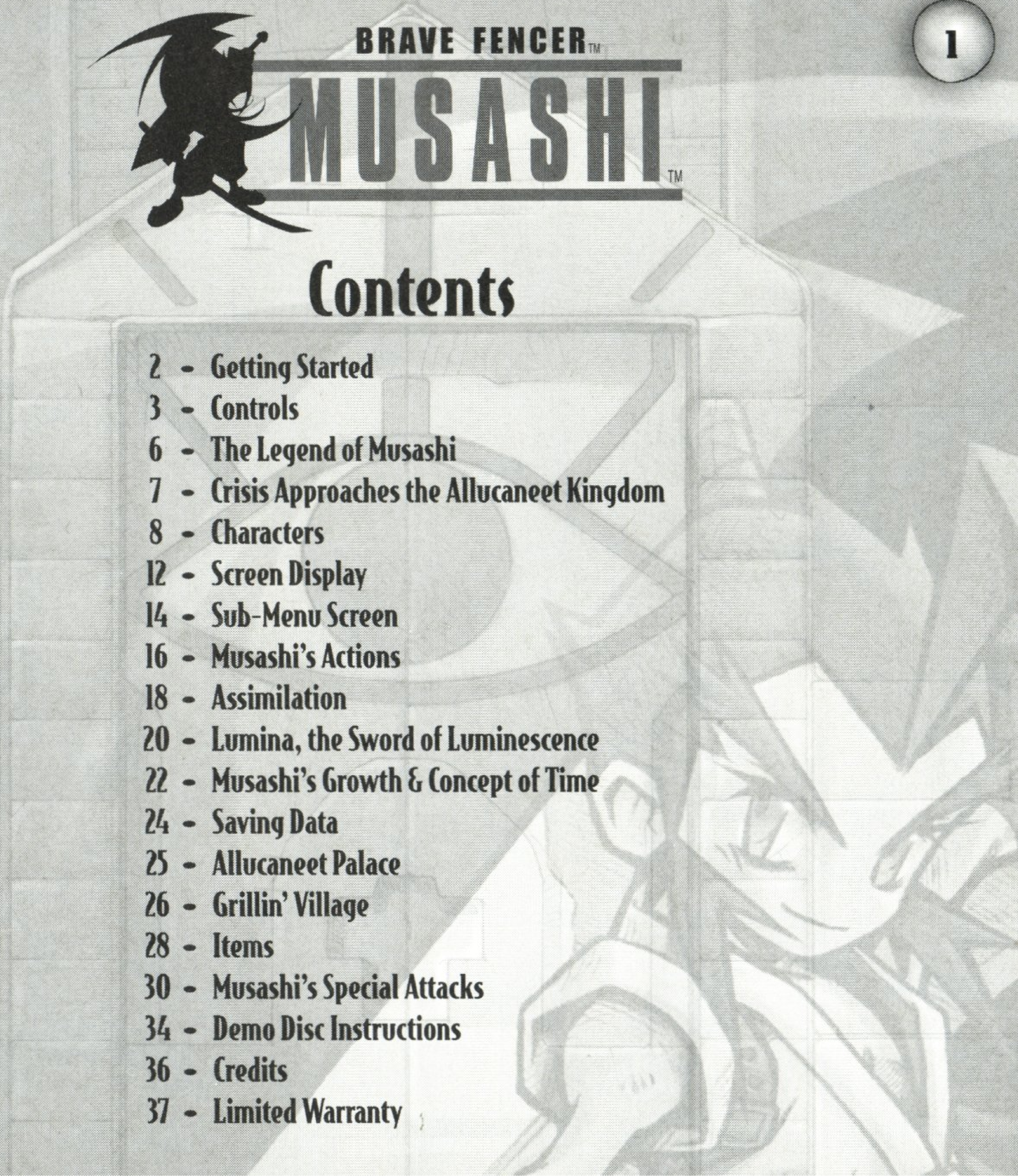
Game Tips are available for all Square Soft PlayStation titles:
1-900-407-KLUE (1-900-407-5583) $.95/min. Automated Tips, $1.25/min. Live Assistance.

Callers under 18 years of age must obtain permission from a parent or guardian before calling. Game tips are available for callers within the U.S. only. Touch-tone phone required. Live assistance is available for Square Soft titles published on the PlayStation game console only. Game counselors are available Monday-Friday, 8am - 11:45am and 1pm - 5pm, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

Square Soft Online

Visit us online at **www.squaresoft.com** to register for upcoming sweepstakes, prizes and more!

BRAVE FENCER™ MUSASHI™



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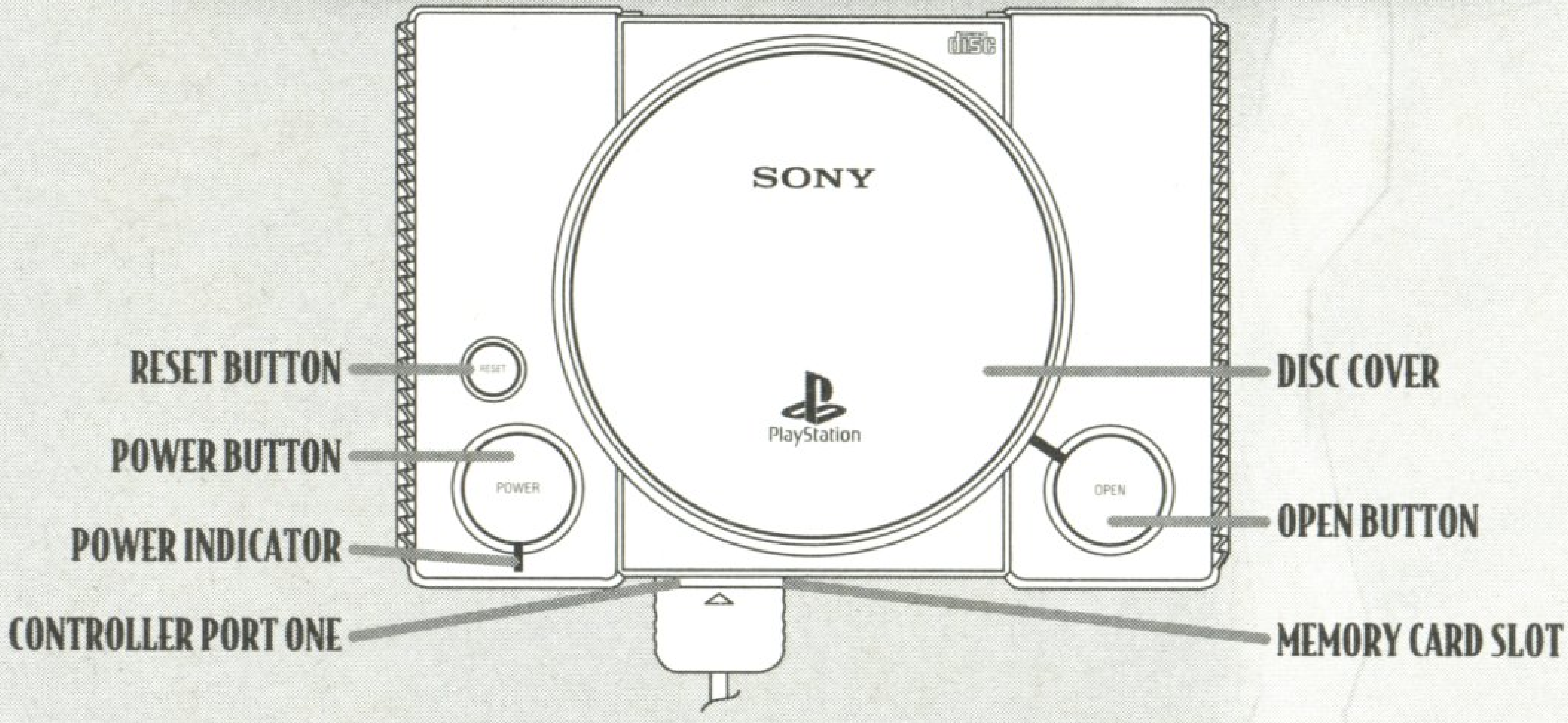
Getting Started



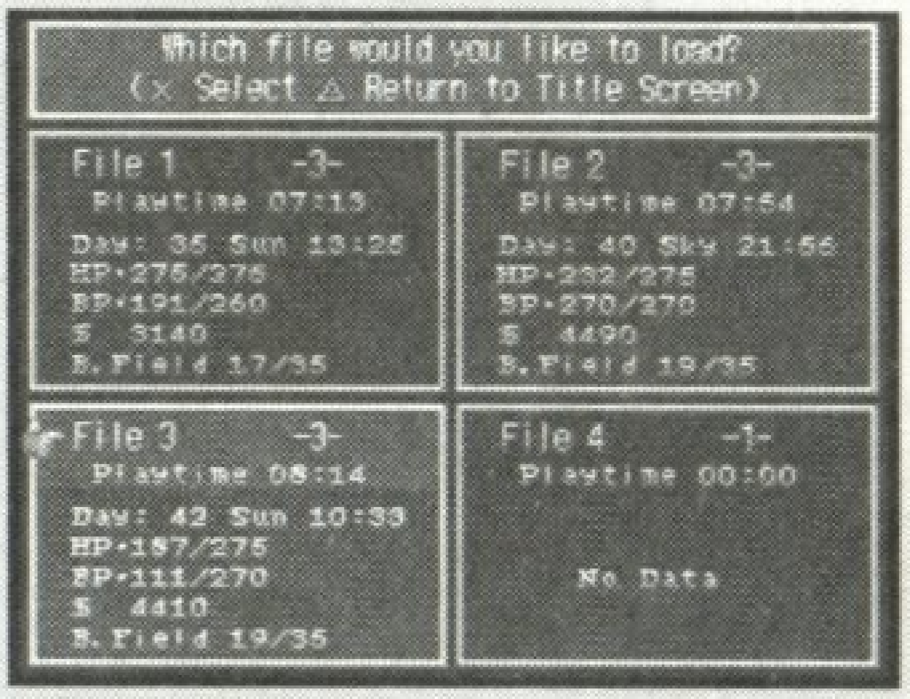
Set up your PlayStation® game console according to the instructions in its Instruction manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **BRAVE FENCER™ MUSASHI™** disc and close the Disc cover. Insert a game controller into Controller port one and turn ON the PlayStation game console. Following the PlayStation logo, a brief opening and Title Screen will be displayed. On the Title Screen, there will be two options: **‹Start›** and **‹Continue›**.

PLAYING FOR THE FIRST TIME

If you are playing the game for the first time, set the cursor to **‹Start›** using the Directional button. Press the START button and the game will begin.

CONTINUING FROM SAVED DATA

Make sure the Memory card with the saved data is inserted into Memory card slot 1. If you would like to continue a previously saved game, choose **‹Continue›** on the Title Screen and press the START button. The screen shown to the right will appear. Choose the data file that contains the game you want to resume using the Directional buttons and press the ⊗ button.

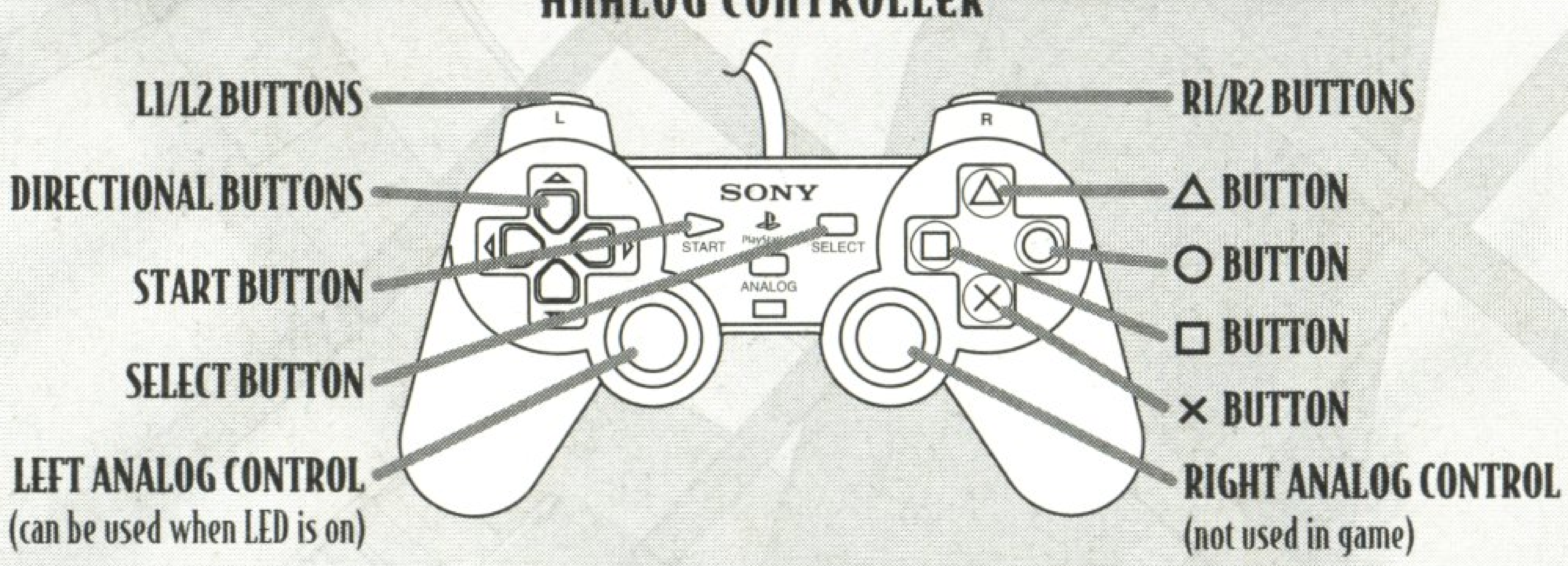


```
Which file would you like to load?
(× Select △ Return to Title Screen)

File 1        -3-
 Playtime 07:13
Day: 35 Sun 13:25
HP·275/275
BP·191/260
$  3140
B.Field 17/35

File 2        -3-
 Playtime 07:54
Day: 40 Sky 21:56
HP·292/275
BP·270/270
$  4490
B.Field 19/35

File 3        -3-
 Playtime 08:14
Day: 42 Sun 10:33
HP·187/275
BP·111/270
$  4410
B.Field 19/35

File 4        -1-
 Playtime 00:00

     No Data
```

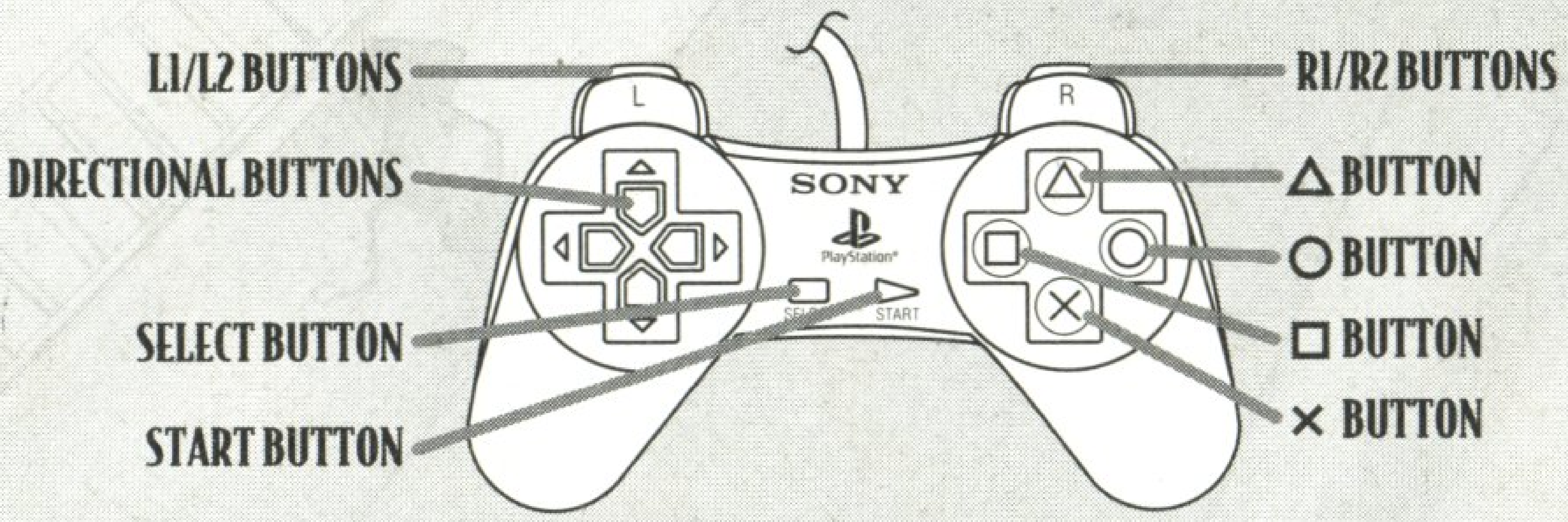
Note: Do not insert or remove a Memory card while loading data.

Controls

ANALOG CONTROLLER


L1/L2 BUTTONS
DIRECTIONAL BUTTONS
START BUTTON
SELECT BUTTON
LEFT ANALOG CONTROL
(can be used when LED is on)
R1/R2 BUTTONS
△ BUTTON
○ BUTTON
□ BUTTON
× BUTTON
RIGHT ANALOG CONTROL
(not used in game)
L
R
SONY
START
SELECT
ANALOG

STANDARD CONTROLLER


L1/L2 BUTTONS
DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON
R1/R2 BUTTONS
△ BUTTON
○ BUTTON
□ BUTTON
× BUTTON
L
R
SONY
PlayStation
SELECT
START

ANALOG CONTROLLER

- The Left Analog control can be used when the controller LED is on
- The vibration function can be turned ON/OFF in the Config menu on the Sub-Menu Screen (see page 15)

STANDARD CONTROLLER

- L2 / R2 button - Changes the viewpoint (will not work in all locations)
- SELECT button - Switches between active and sleep mode (after Chapter 1 in the game)
- START button - Brings up the Sub-Menu Screen (after Chapter 1 in the game)

- The button functions are the same for both the Analog and Standard controller

Controls

IN THE FIELD

HP:125/275
BP: 78/270
S 4410

Directional buttons
(Left Analog control):
- Walk (position Musashi next to an obstacle and press the Directional button to push it out of the way)

■ button:
- Attack with Fusion (press rapidly for 4-hit combo attack)
- Assimilate (see page 18)
- Open Treasure Chests
- Read sign posts

▲ button:
- Attack with Lumina
- Use the power of the Five Scrolls

✕ button:
- Jump (double jumps can be performed after picking up a certain item)

● button:
- Use techniques obtained by Assimilation

R1 button:
- Defend (effective only when held down while in action)
- Fill up the charge gauge (press and hold while in action)

IN THE VILLAGE

You're not just an ordinary kid, are you!? You must be the Hero!!

Directional buttons
(Left Analog control):
- Walk

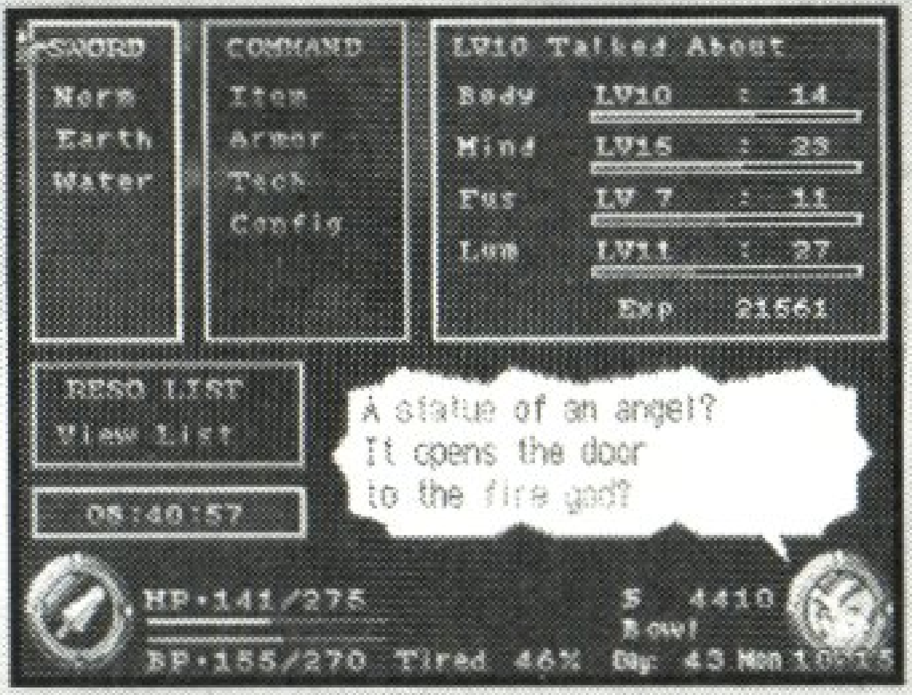
■ button:
- Talk to people
- Knock on doors
- Read sign posts

✕ button
- Jump

L2/R2 buttons
- Change viewpoint

Controls

MENU


SWORD
Norm
Earth
Water
COMMAND
Item
Armor
Tech
Config
RESO LIST
View List

LV10 Talked About

Body	LV10	: 14
Mind	LV15	: 23
Pus	LV 7	: 11
Lum	LV11	: 27

Exp 21561

08:40:57

A statue of an angel?
It opens the door
to the fire god?

HP·141/275
BP·155/270 Tired 46%
$ 4410
Bow!
Day: 43 Mon 10:15

Directional buttons
(Left Analog control):
- Move the cursor

⊗ button:
- Execute
- Proceed to the next dialogue box/message (in shops, Sub-Menu Screen)

△ button:
- Cancel (in shops, Sub-Menu Screen)
- Proceed to the next dialogue box/message (in shops, Sub-Menu Screen)

◎ button
- Skip voice-overs

OTHER CONTROLS

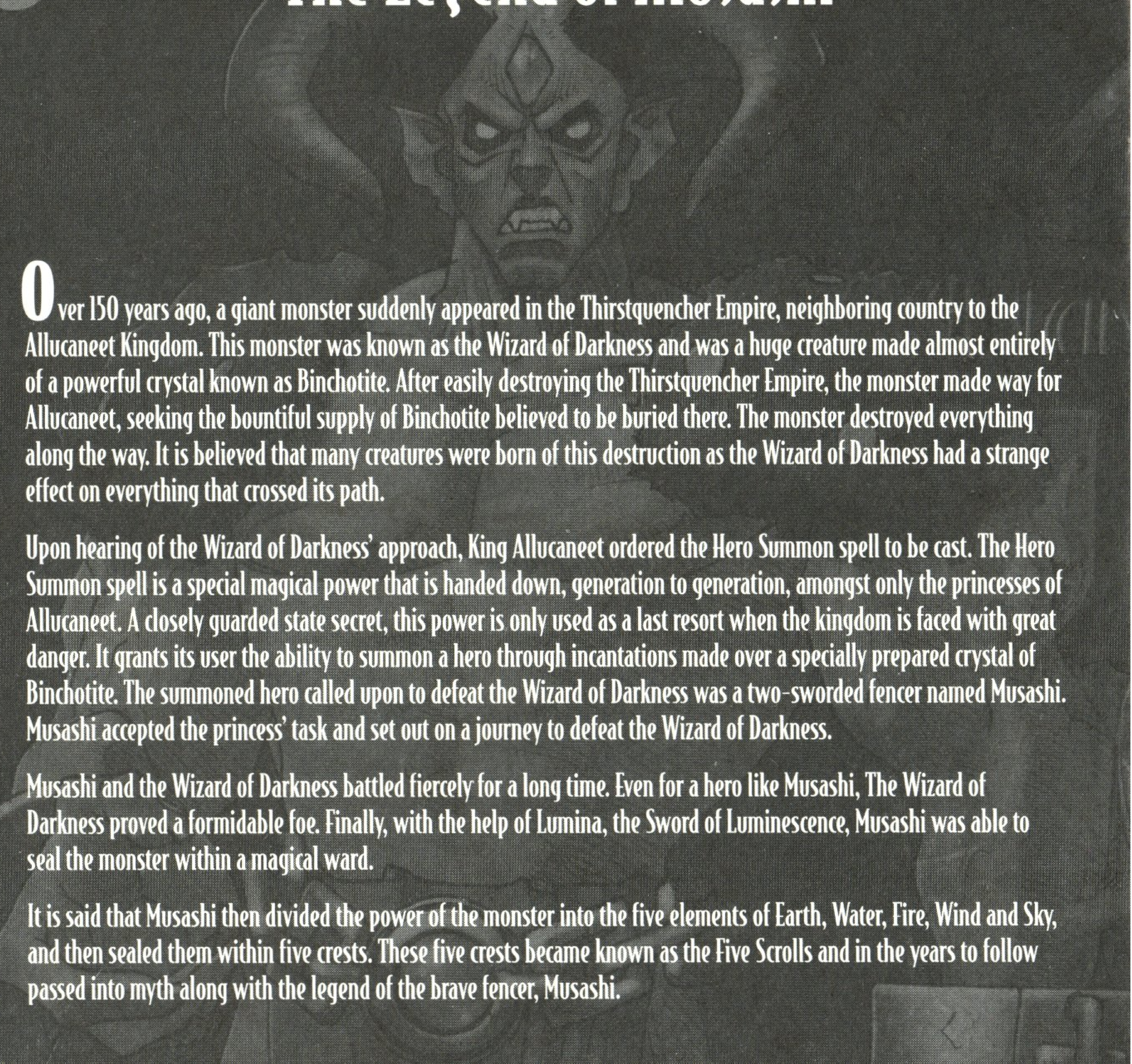
HP· 60/150
BP·116/150
$ 1450
Gunshot
Day 1 Mon

Walk Slowly
- Musashi walks cautiously when you hold down the L1 button and use the Directional buttons

Dual Shock™ Mode - OFF
- The Dual Shock Mode can be turned OFF by going to the Config menu in the Command section of the Sub-Menu Screen (see page 15)

Soft Reset
- The game can be reset at any time by simultaneously pressing the START, SELECT, L1, L2, R1, and R2 buttons

The Legend of Musashi



Over 150 years ago, a giant monster suddenly appeared in the Thirstquencher Empire, neighboring country to the Allucaneet Kingdom. This monster was known as the Wizard of Darkness and was a huge creature made almost entirely of a powerful crystal known as Binchotite. After easily destroying the Thirstquencher Empire, the monster made way for Allucaneet, seeking the bountiful supply of Binchotite believed to be buried there. The monster destroyed everything along the way. It is believed that many creatures were born of this destruction as the Wizard of Darkness had a strange effect on everything that crossed its path.

Upon hearing of the Wizard of Darkness' approach, King Allucaneet ordered the Hero Summon spell to be cast. The Hero Summon spell is a special magical power that is handed down, generation to generation, amongst only the princesses of Allucaneet. A closely guarded state secret, this power is only used as a last resort when the kingdom is faced with great danger. It grants its user the ability to summon a hero through incantations made over a specially prepared crystal of Binchotite. The summoned hero called upon to defeat the Wizard of Darkness was a two-sworded fencer named Musashi. Musashi accepted the princess' task and set out on a journey to defeat the Wizard of Darkness.

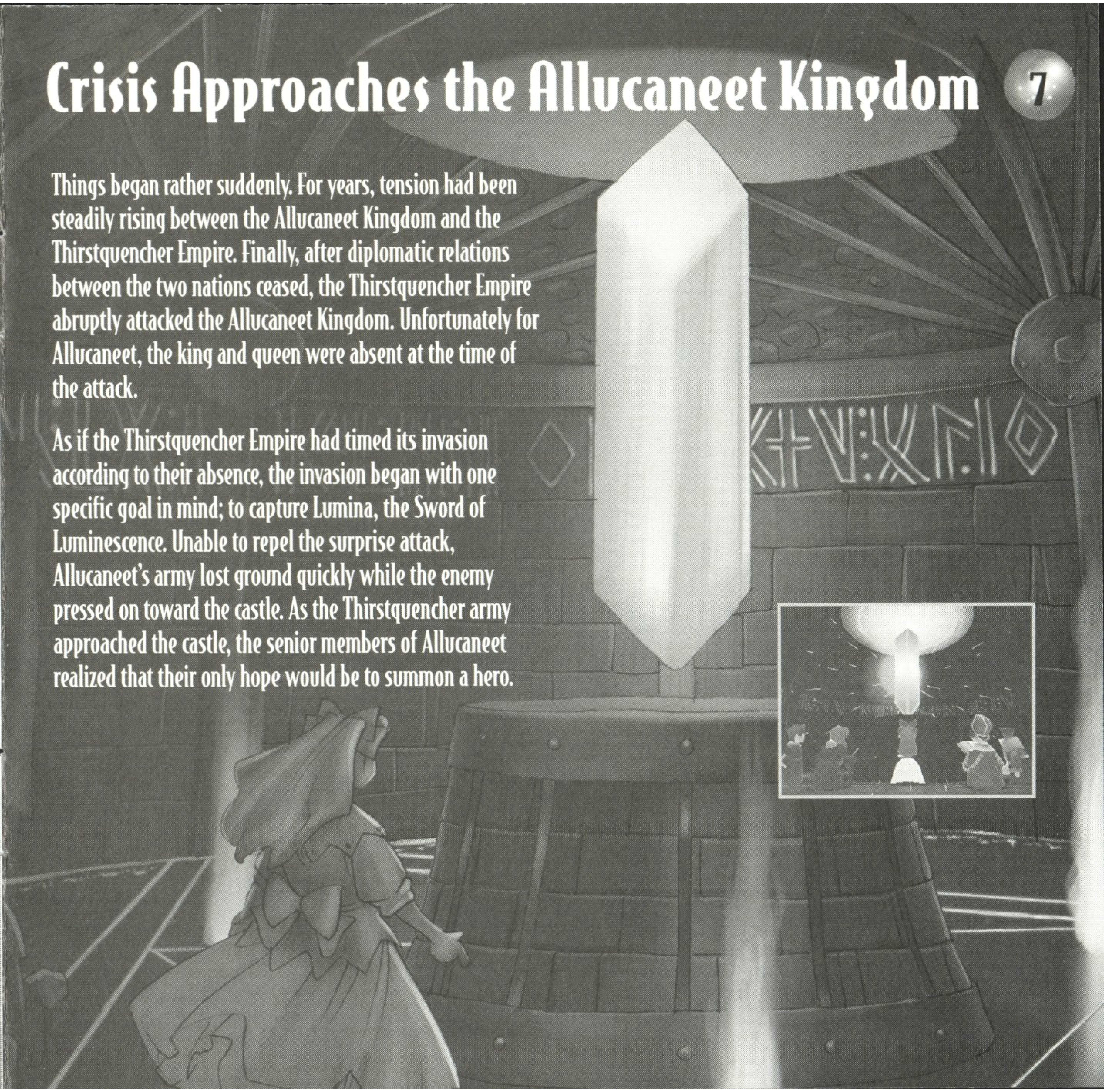
Musashi and the Wizard of Darkness battled fiercely for a long time. Even for a hero like Musashi, The Wizard of Darkness proved a formidable foe. Finally, with the help of Lumina, the Sword of Luminescence, Musashi was able to seal the monster within a magical ward.

It is said that Musashi then divided the power of the monster into the five elements of Earth, Water, Fire, Wind and Sky, and then sealed them within five crests. These five crests became known as the Five Scrolls and in the years to follow passed into myth along with the legend of the brave fencer, Musashi.

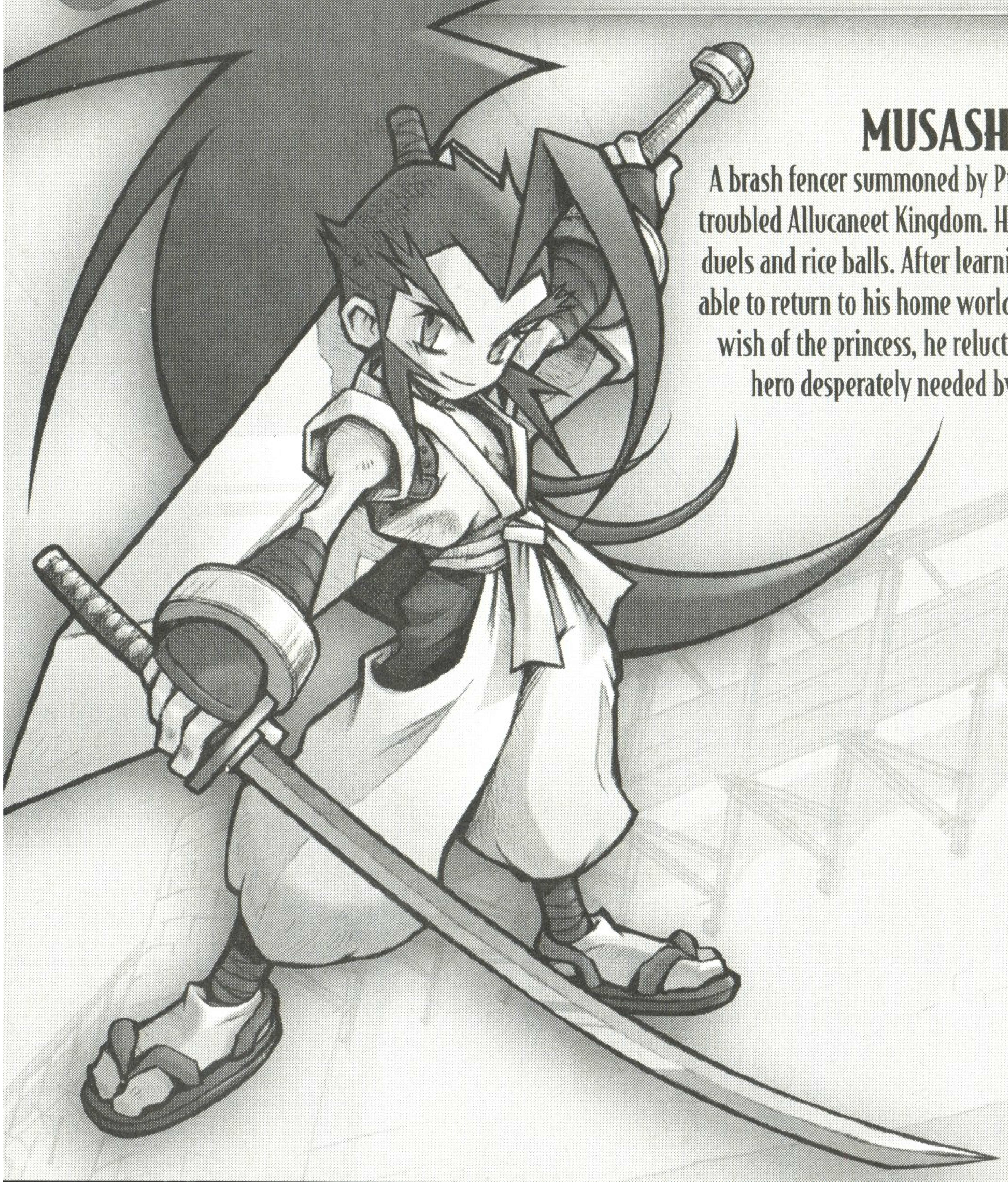
Crisis Approaches the Allucaneet Kingdom

Things began rather suddenly. For years, tension had been steadily rising between the Allucaneet Kingdom and the Thirstquencher Empire. Finally, after diplomatic relations between the two nations ceased, the Thirstquencher Empire abruptly attacked the Allucaneet Kingdom. Unfortunately for Allucaneet, the king and queen were absent at the time of the attack.

As if the Thirstquencher Empire had timed its invasion according to their absence, the invasion began with one specific goal in mind; to capture Lumina, the Sword of Luminescence. Unable to repel the surprise attack, Allucaneet's army lost ground quickly while the enemy pressed on toward the castle. As the Thirstquencher army approached the castle, the senior members of Allucaneet realized that their only hope would be to summon a hero.

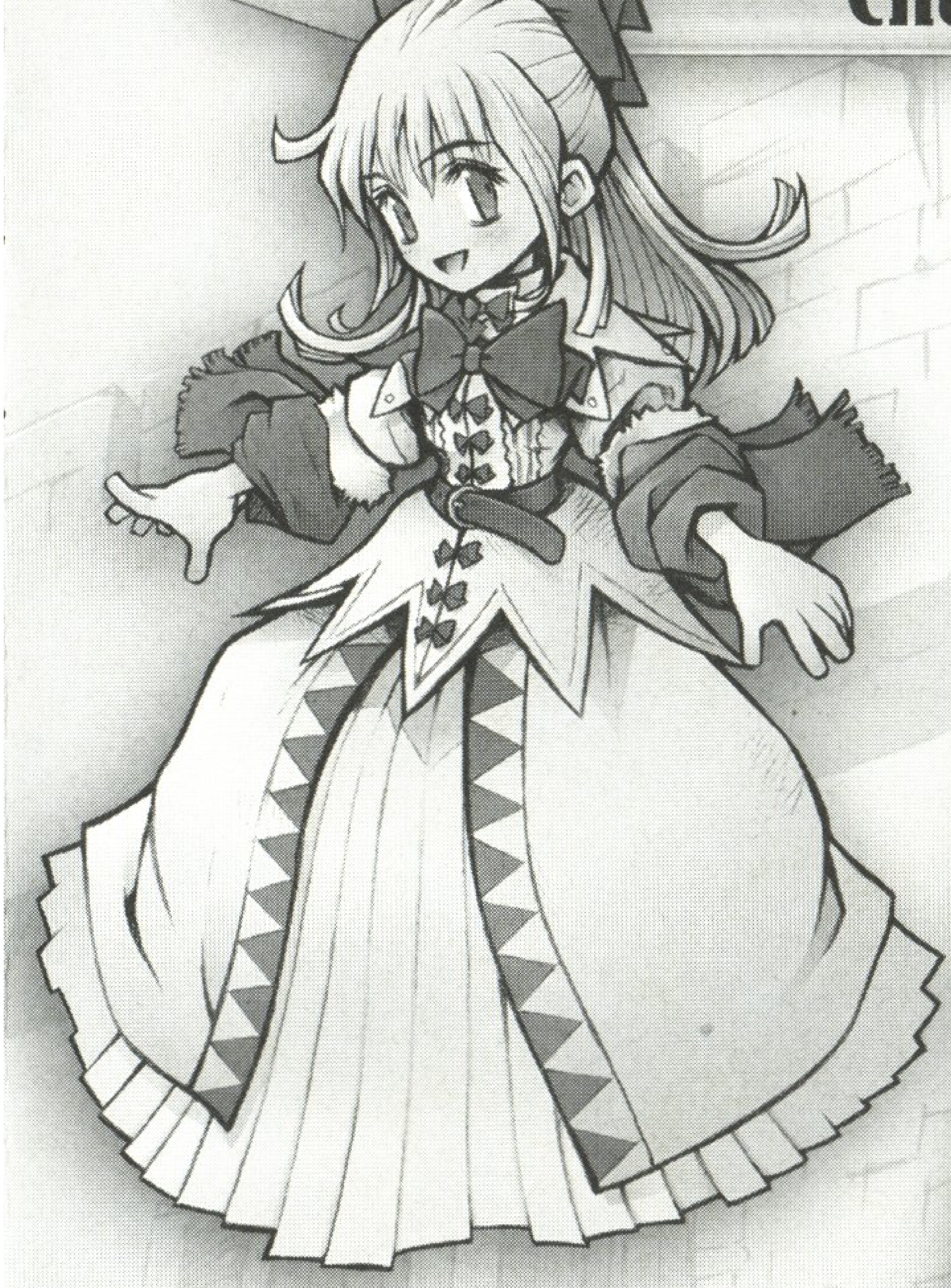


Characters



MUSASHI:

A brash fencer summoned by Princess Fillet of the troubled Allucaneet Kingdom. He has a fondness for duels and rice balls. After learning that he won't be able to return to his home world until he fulfills the wish of the princess, he reluctantly becomes the hero desperately needed by the kingdom.

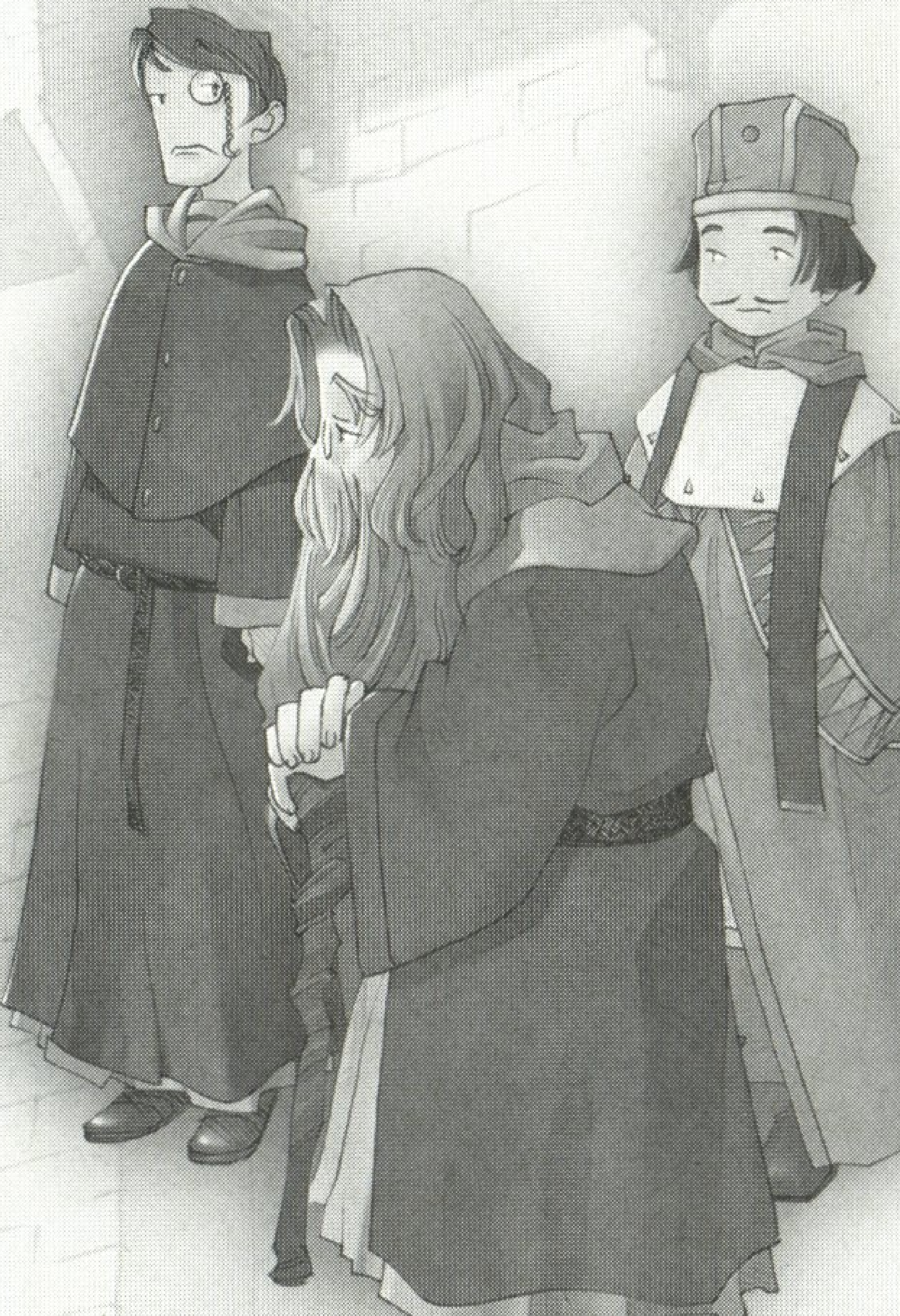


PRINCESS FILLET:

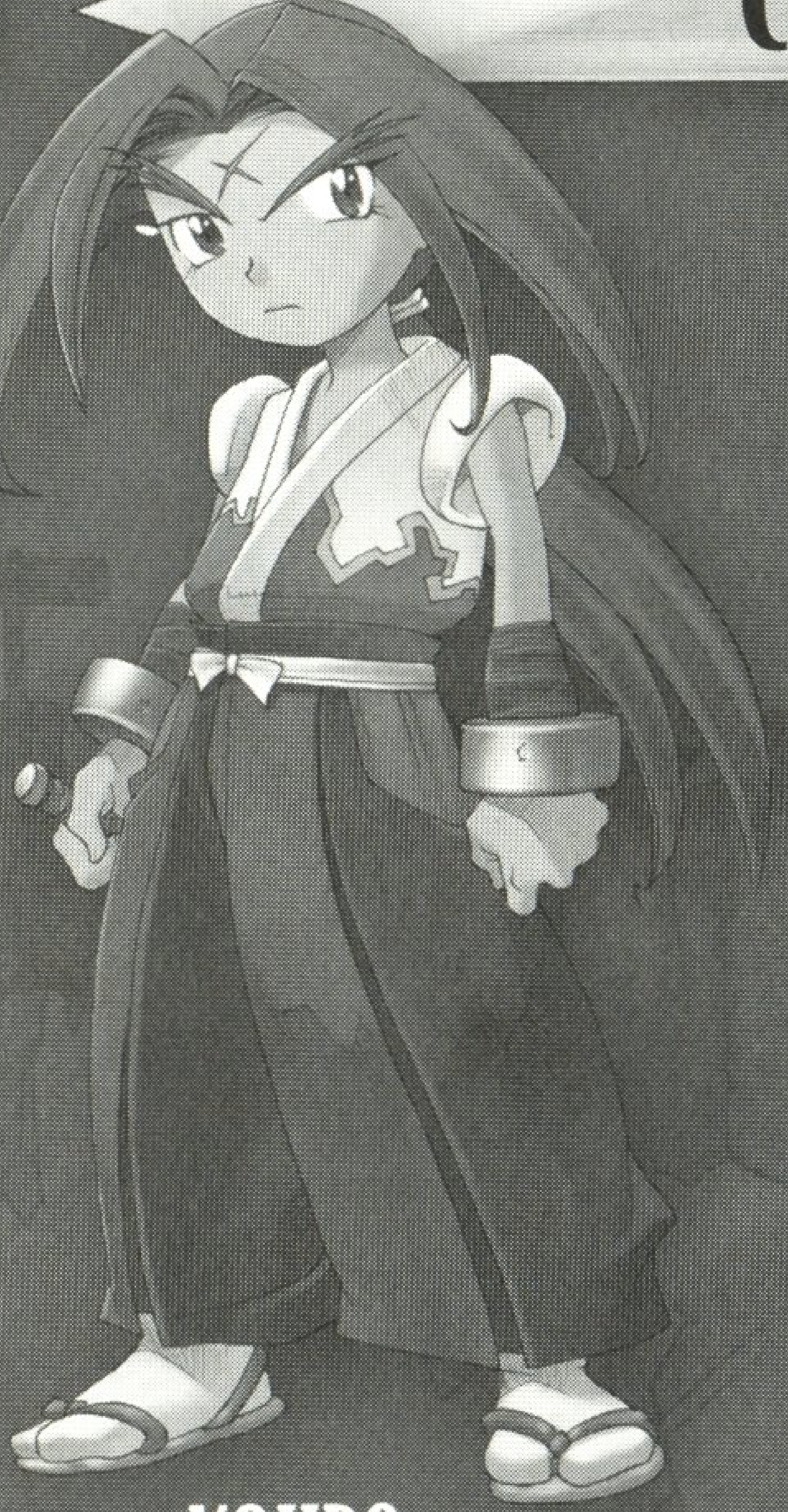
The daughter of the king and queen of Allucaneet. She summons Musashi by casting the Hero Summon spell. Because she is a tomboy at heart, those around her have difficulty keeping her under control and out of trouble.

BUTLER LIVERS, SCRIBE SHANKY & STEWARD RIBSON:

These three statesmen aid King Allucaneet in governing the Allucaneet Kingdom. Taking care of the mischievous princess is a constant headache for them.



Characters

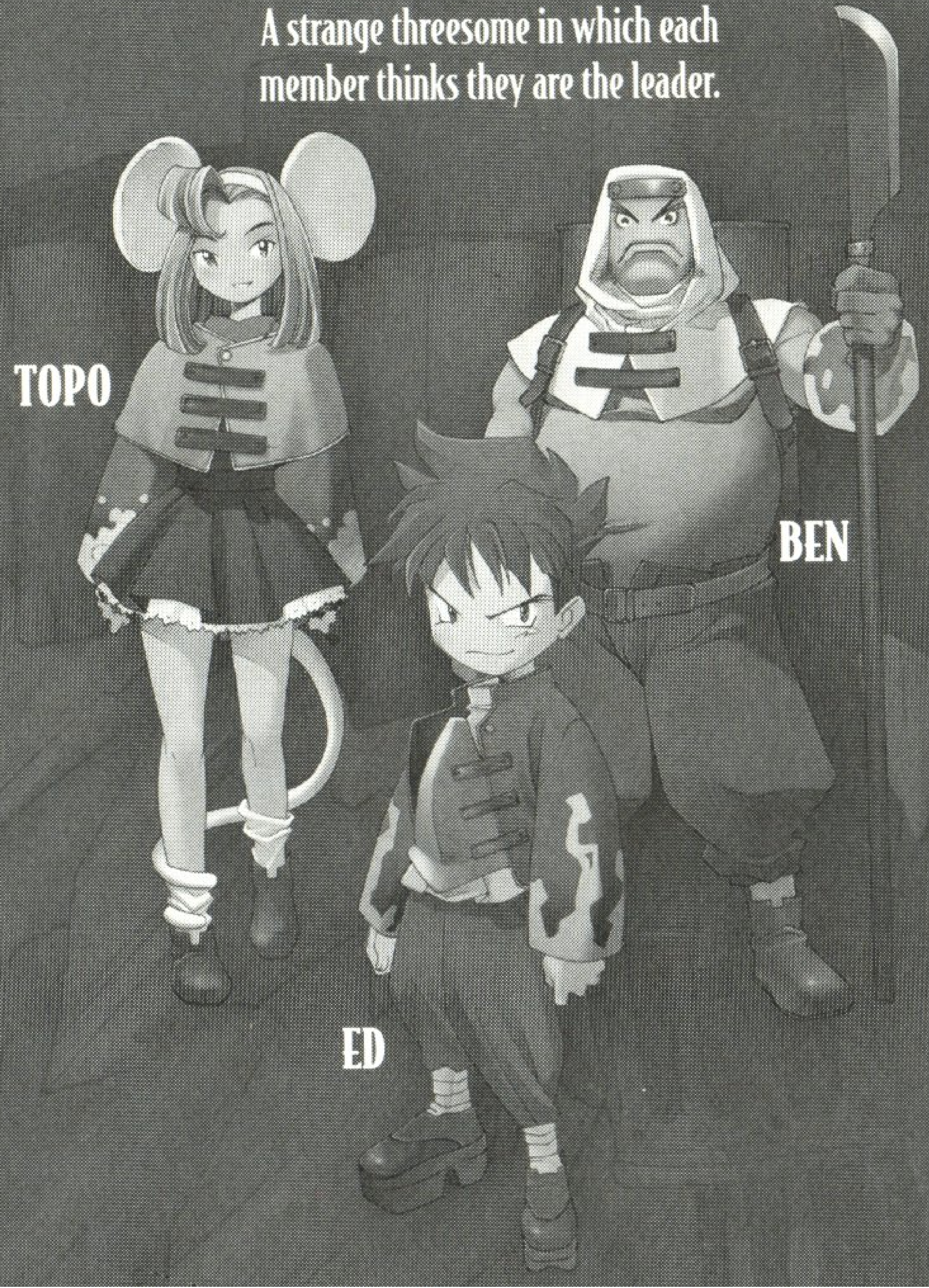


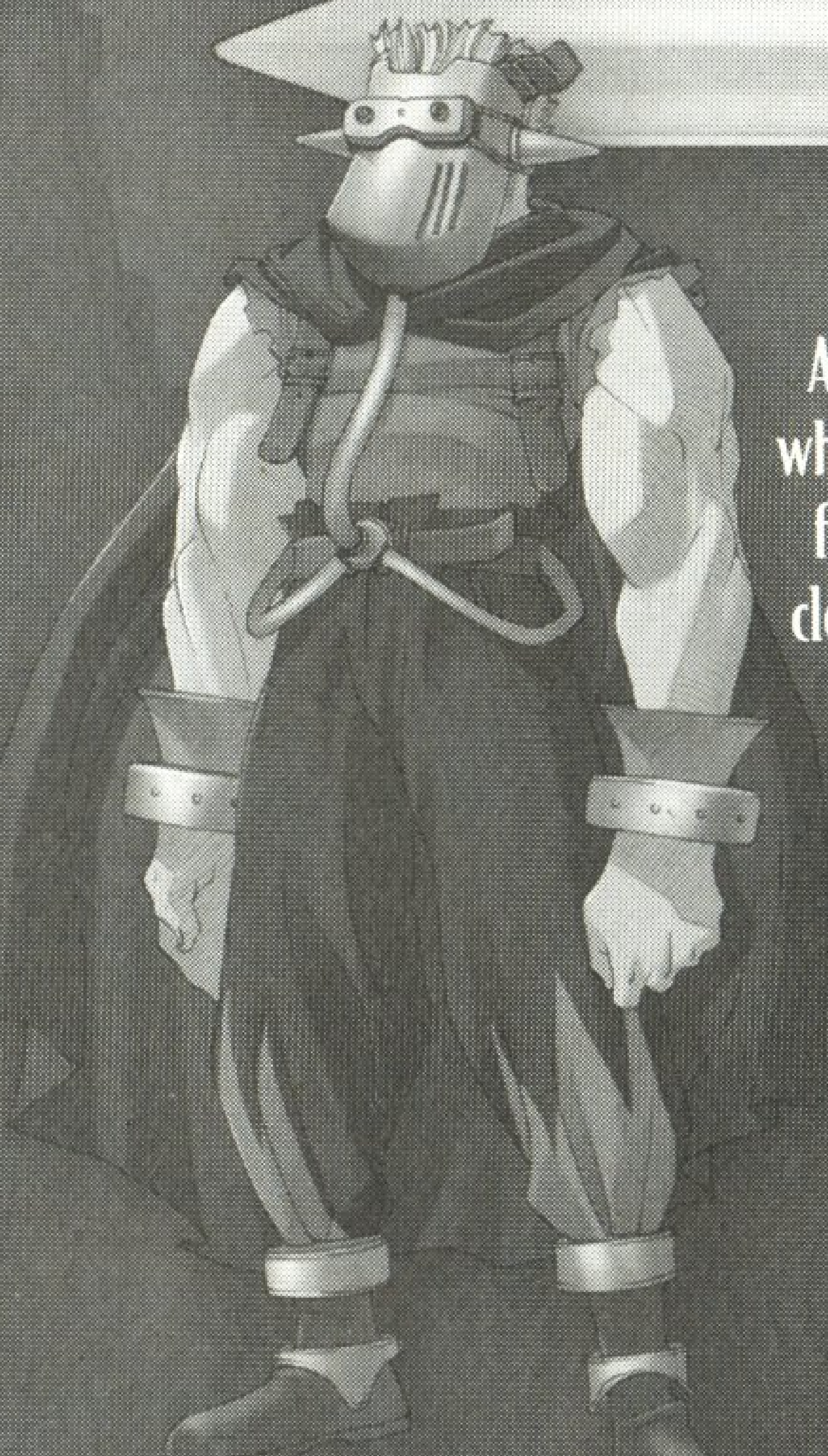
KOJIRO:

A swordsman summoned into this world by Princess Fillet after Musashi's arrival. In their home world, he wanted to challenge Musashi to a duel, but...

LEADER'S FORCE:

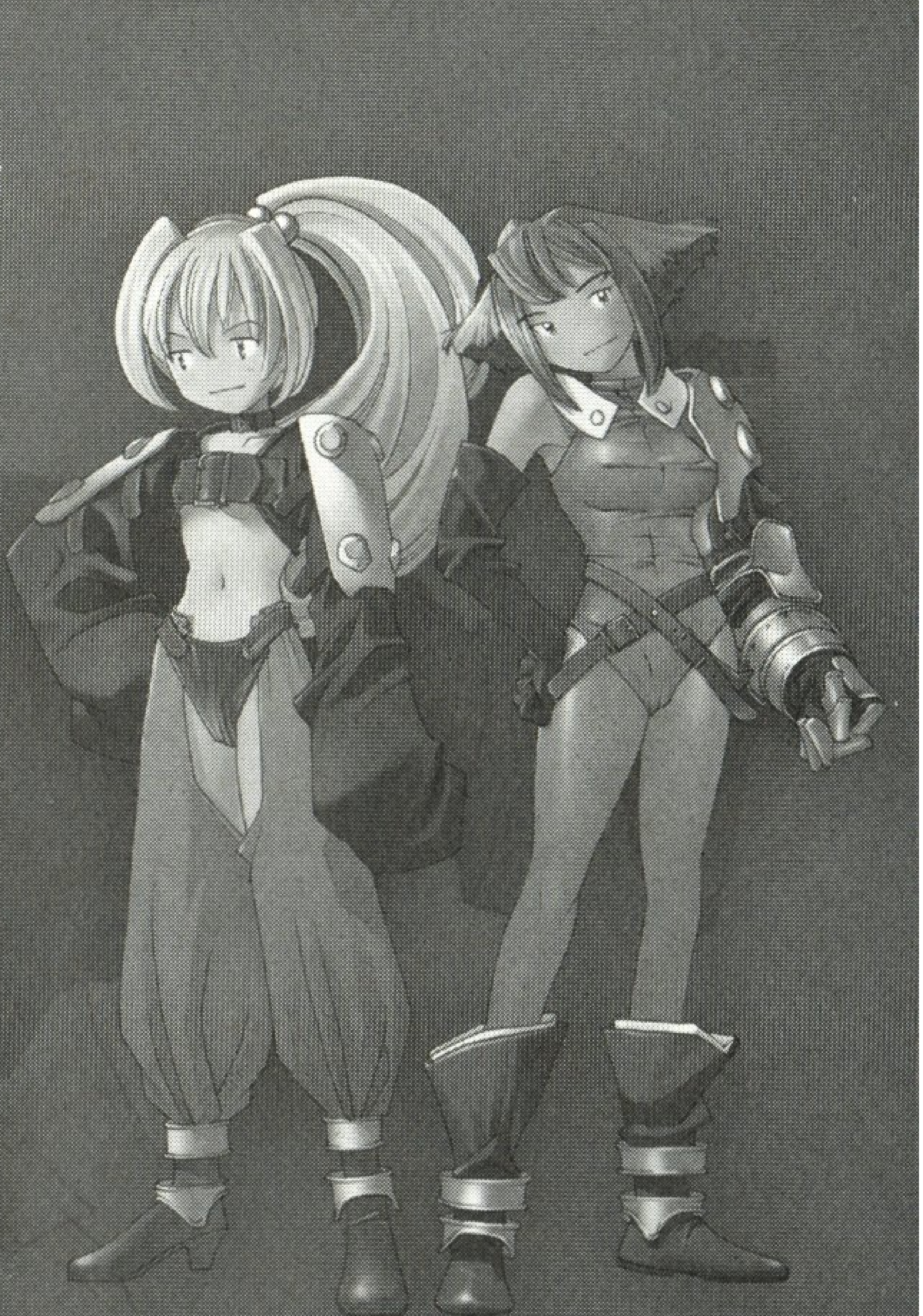
A strange threesome in which each member thinks they are the leader.

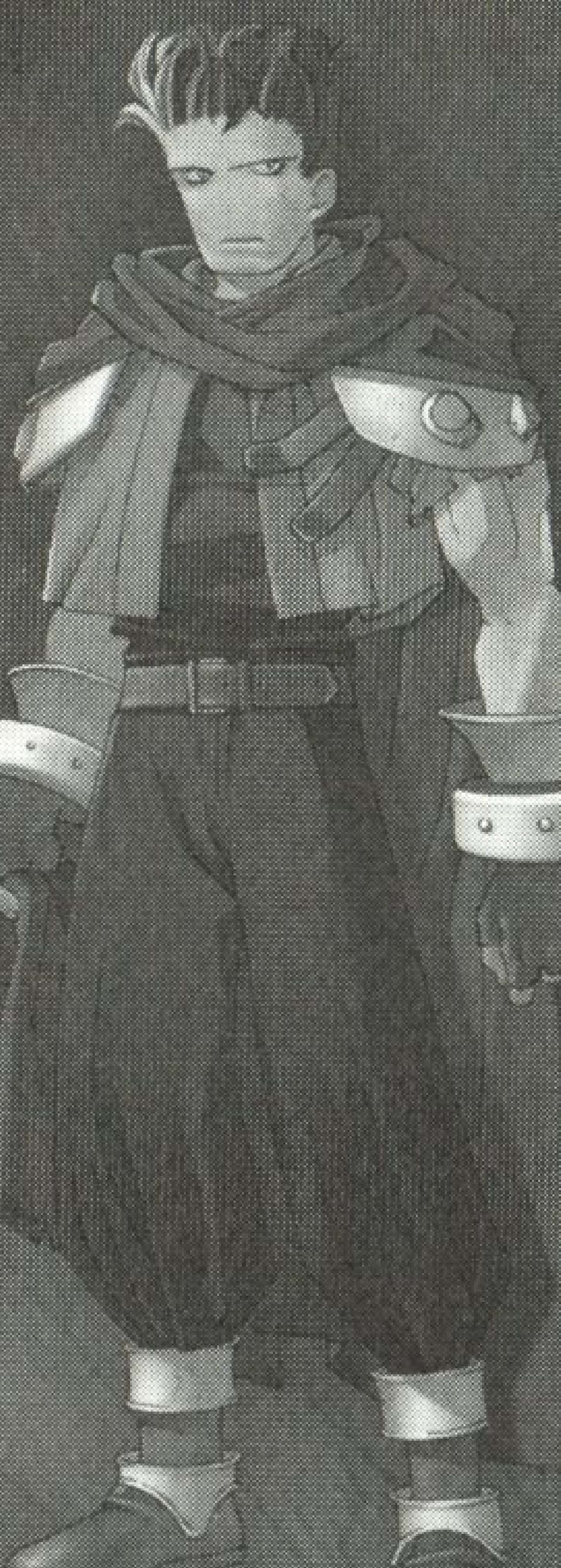




ROOTRICK:

A Thirstquencher Lieutenant who leads the Empire's military force. Though not especially clever, he is persistent enough to get in Musashi's way.





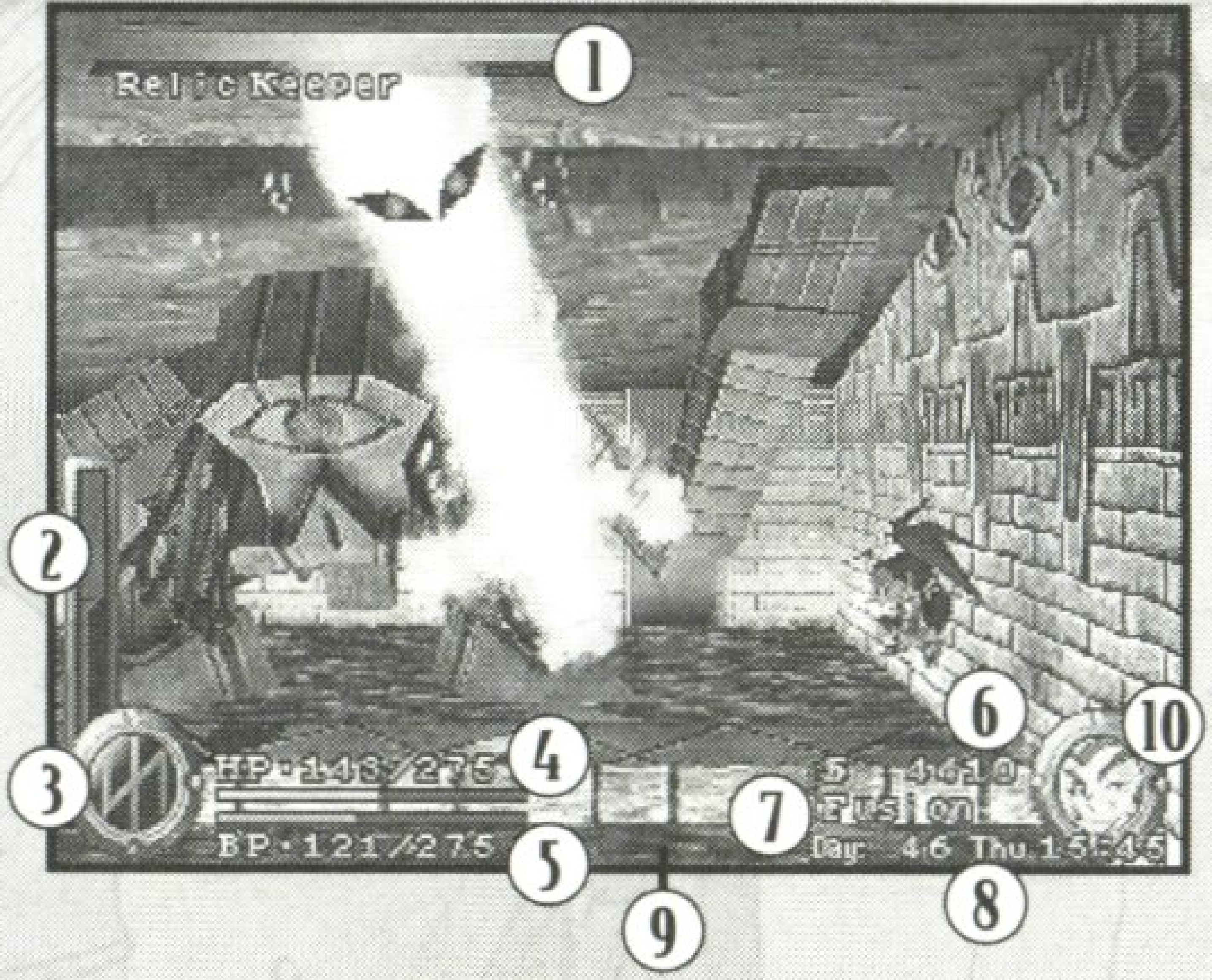
COLONEL CAPRICCIOLA:

Fuhrer Flatski's right-hand man. A cold and calculating strategist.

GINGERELLE & BUBBLES:

Members of the Thirstquencher Army's spy group. It is rumored that they are beautiful sisters who compete for the number one spot in the Thirstquencher beauty contest.

Screen Display



1. BOSS ENERGY GAUGE

Displays the energy level of the Boss Musashi is currently fighting. (This will only be displayed when fighting a Boss.)

2. GAUGE BAR

Fill this gauge to use Assimilation or the power of the Five Scrolls. See Page 18 for details about Assimilation.

3. LUMINA STATUS

Displays the attributes of Lumina, the Sword of Luminescence. See page 20 for details about Lumina, the Sword of Luminescence and the Five Scrolls.

4. HP (HIT POINT) BAR

Displays Musashi's current amount of energy. The game ends if Musashi's HP falls to zero. The numbers above the bar show the HP level numerically. The number to the left is the current HP level and the number to the right is the maximum HP level.

5. BP (BINCHO POWER) BAR

Displays Musashi's current Bincho Power level. If Musashi's BP falls to 0, his movement becomes slow, his attacks become weak and he is unable to use Assimilated techniques. The numbers below the bar show Musashi's BP level numerically. The number to the left is the current BP level and the number to the right is the maximum BP level.

6. $ (DRANS)

Displays the amount of Drans Musashi has in his possession. Drans are the monetary unit of the Allucaneet Kingdom and can be used to purchase items.

7. ASSIMILATION

If Musashi currently has a technique gained by Assimilation, its name will be displayed here. If Musashi does not have any technique obtained by Assimilation, **‹Fusion›** will be displayed.

8. DATE AND TIME

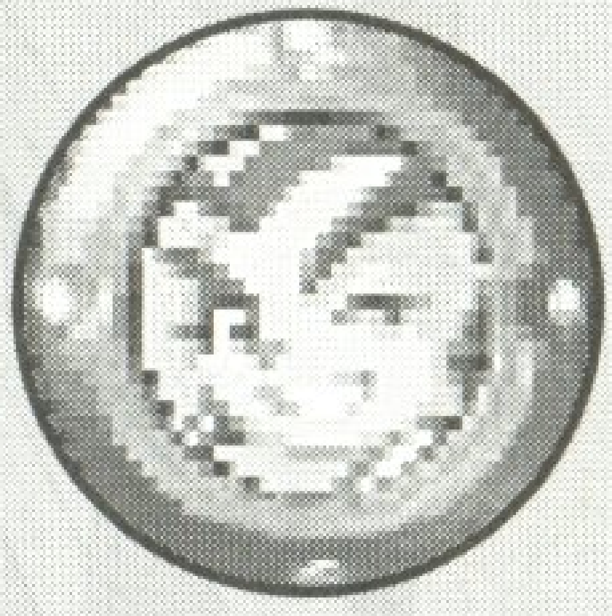
Displays the number of days since Musashi has been summoned, along with the current day and time.

9. TIRED

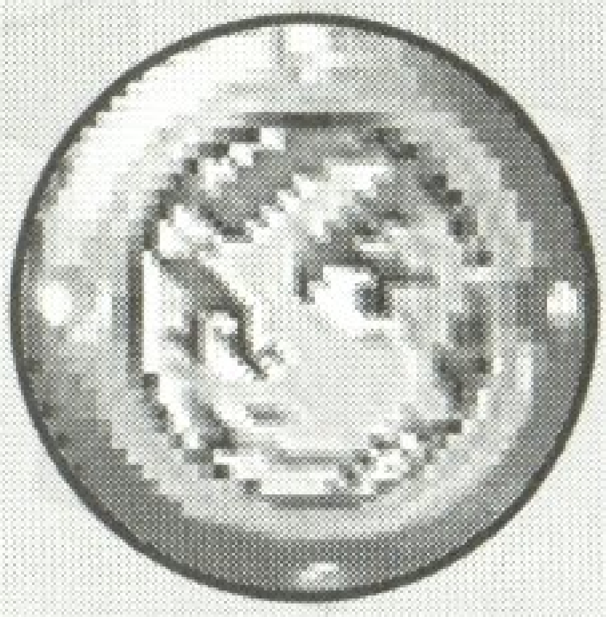
Displays how tired Musashi is. If the degree of tiredness exceeds 70%, Musashi's performance will suffer. Sleeping and certain items will reduce tiredness. This number is normally shown only when Musashi is asleep.

10. MUSASHI'S STATUS

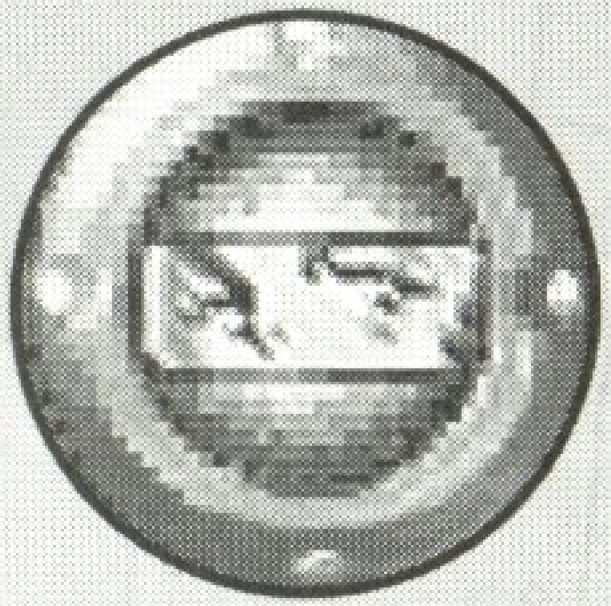
Displays Musashi's current status:



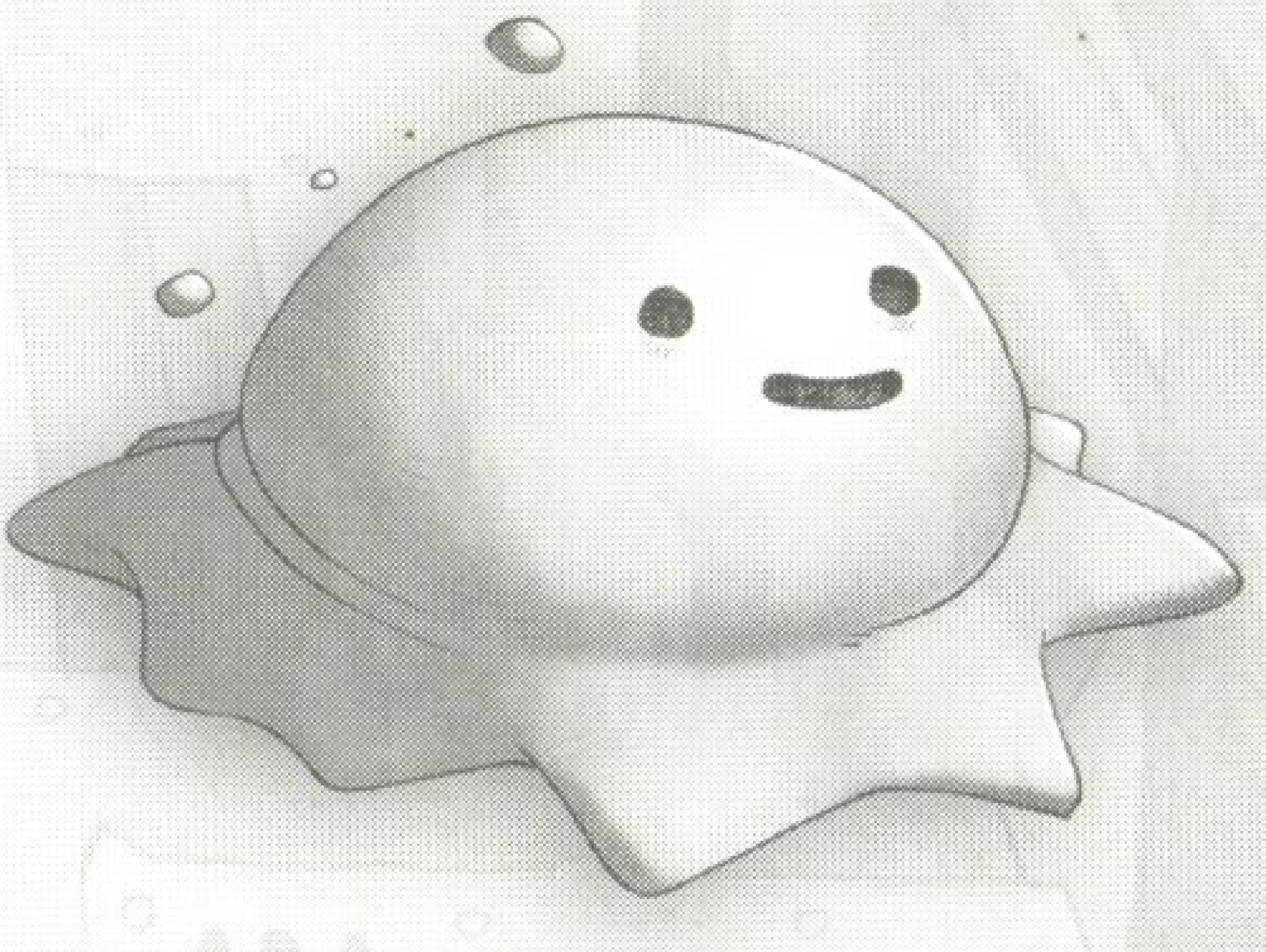
He is healthy and has nothing to be afraid of.



(Purple) He has been poisoned. He gradually loses HP and his performance diminishes.

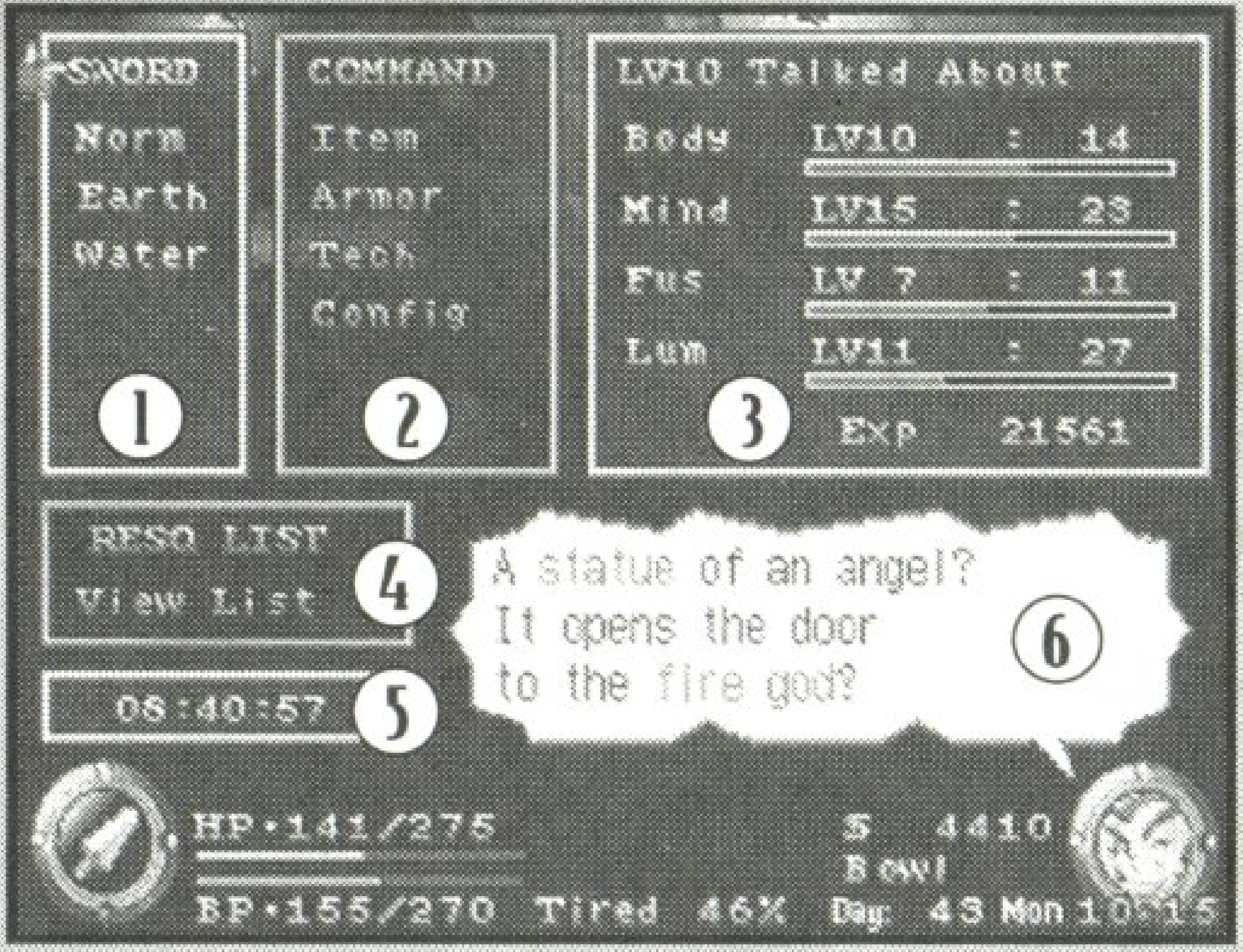


He is tired. He doesn't have much strength and his performance diminishes.



Sub-Menu Screen

Press the START button during the game to access the Sub-Menu Screen. (There are times when you will not be able to access the Sub-Menu Screen.) Use the Directional buttons to move the cursor between the six different sections. Press the ⊗ button to select a section. Use the △ button to cancel a command and return to the previous section.


SWORD
Norm
Earth
Water
①
COMMAND
Item
Armor
Tech
Config
②
LV10 Talked About
Body LV10 : 14
Mind LV15 : 23
Fus LV 7 : 11
Lum LV11 : 27
③
Exp 21561
RESO LIST
View List
④
08:40:57
⑤
⑥
HP·141/275
BP·155/270
Tired 46%
$ 4410
Bowl
Day 43 Mon 10:15

A statue of an angel?
It opens the door
to the fire god?

1. SWORD

Displays which of the Five Scrolls Musashi currently has. Lumina can be equipped with only one of the Five Scrolls at a time.

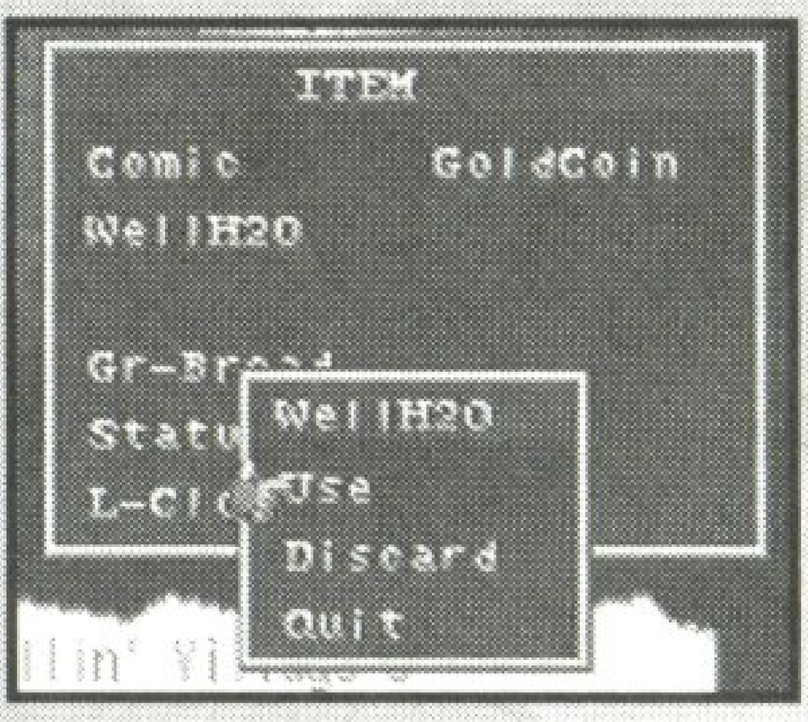
2. COMMAND

There are four options in the Command section:

ITEM – Displays a list of items currently available. The following menu options will appear when you select an item.

Use -	Uses the selected item (currently unusable items will appear in gray)
Discard -	Discards the selected item
Quit -	Returns to the Item menu

To change the order of items, select an item, press the ○ button, then move the second cursor to another item. Press the ○ button again to exchange the position of the two items.

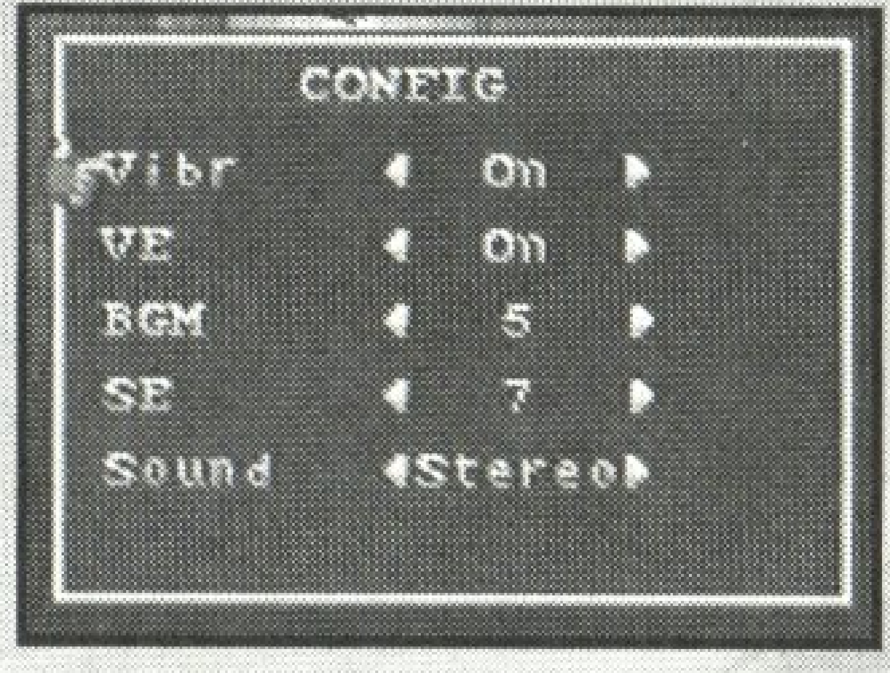

ITEM
Comic
GoldCoin
WellH2O
Gr-Bread
Statu
L-Cl
WellH2O
Use
Discard
Quit

ARMOR - Displays which pieces of the fabled Legendary Armor Musashi is equipped with. By equipping himself with different Armor, Musashi can gain various abilities.

TECH - Musashi can learn various techniques (sword fighting skills) during the game. Review the skills Musashi has learned here.

Sub-Menu Screen

CONFIG - Displays the configuration menu and allows you to change certain options:
- **Vibr -** Turns ON/OFF the Dual Shock's vibration function
- **VE -** Turns ON/OFF the visual effects during Assimilation
- **BGM -** Adjusts the background music volume
- **SE -** Adjust the Sound Effects volume
- **Sound -** Switches the sound output between Stereo and Mono



CONFIG
Vibr ◀ On ▶
VE ◀ On ▶
BGM ◀ 5 ▶
SE ◀ 7 ▶
Sound ◀Stereo▶

3. MUSASHI'S LEVEL

Displays the current level of Musashi's various attributes (see page 22).

4. RESCUE LIST

Displays the names of people Musashi has rescued during his journey. Musashi can visit them in the Great Hall inside Allucaneet Palace.

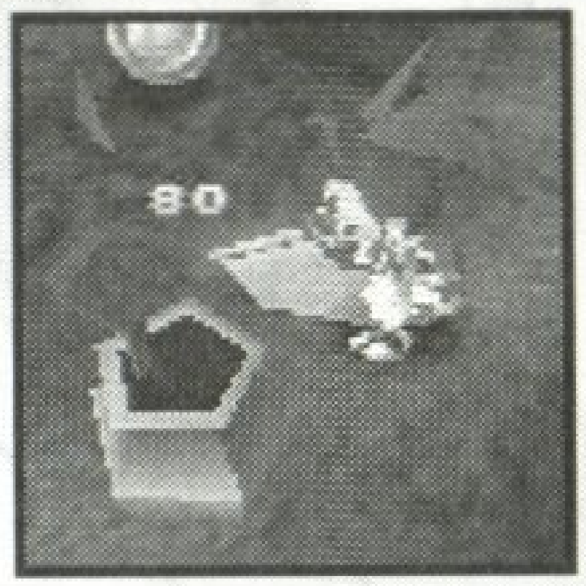
5. PLAY TIME

Shows the length of time spent playing the game.

6. DIALOGUE BOX

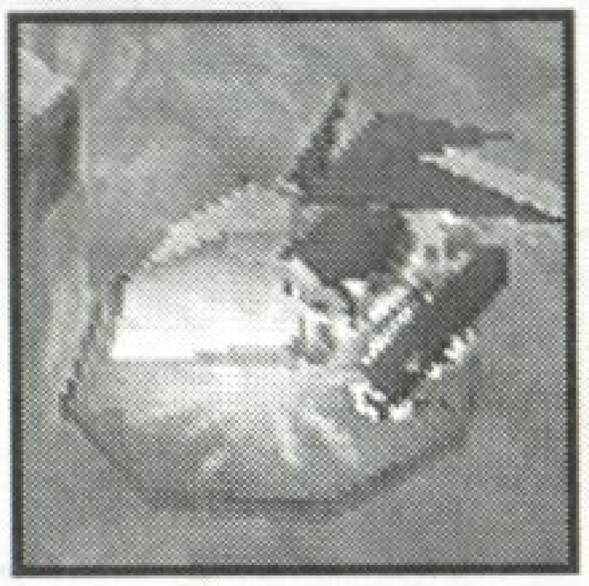
Musashi frequently talks to himself in order to remember his current objective. This dialogue box will also display a description of items selected in the Sub-Menu Screen.

Musashi's Actions



ATTACK WITH FUSION

Fusion's light weight allows for quick attacks. A 4-hit combo attack is possible when you press the □ button continuously when facing an enemy.

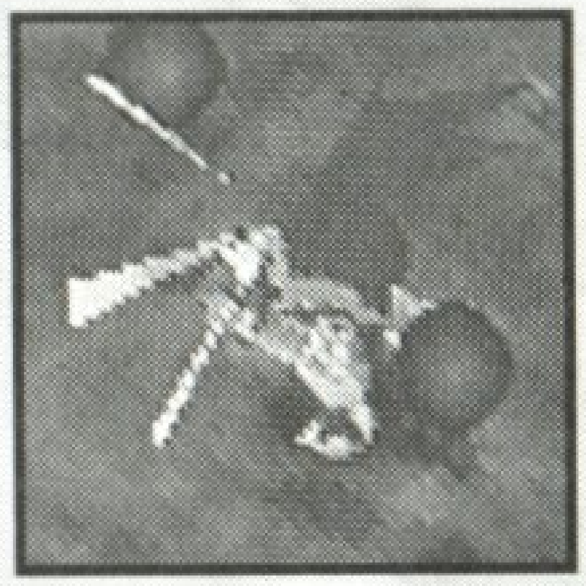


ATTACK WITH LUMINA, THE SWORD OF LUMINESCENCE

Lumina is heavy and difficult to swing, but a single blow can be extremely powerful. Press the △ button to swing Lumina.

PICK UP AND THROW

Pick up an enemy by pressing the Directional button towards the enemy and the □ button when you are close to it. Once you pick up an enemy, you can throw it forward by pressing the □ button again. You can also throw the enemy straight up by pressing the △ button (once you acquire Lumina).



DEFENSE

Hold down the R1 button to defend frontal attacks. Musashi can move while defending himself, but cannot change the direction he is facing. Attacks from behind cannot be defended. Note: Some attacks cannot be defended.

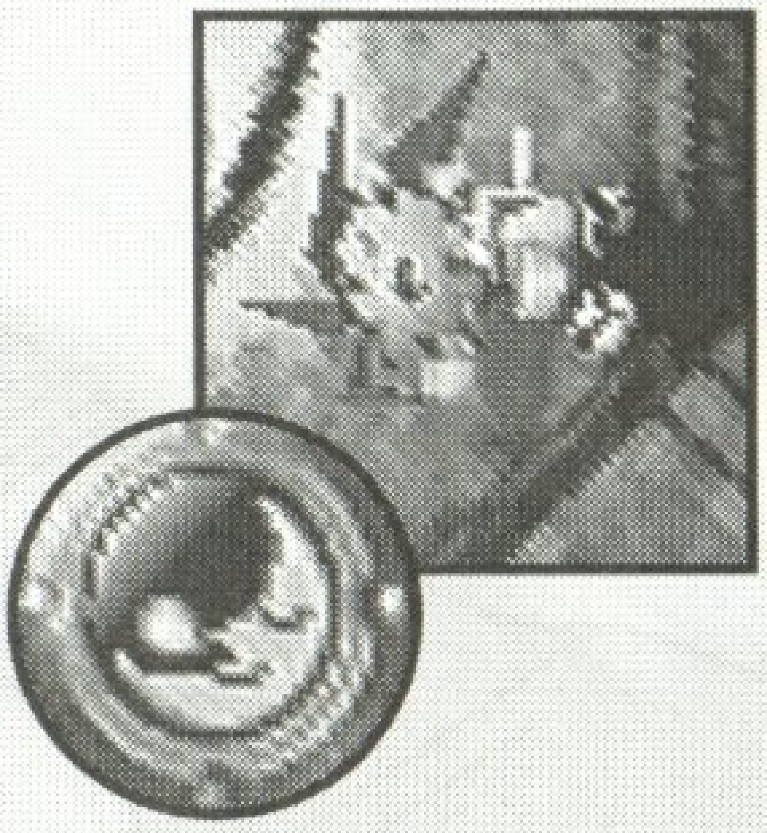
Musashi's Actions

JUMP

Jump by pressing the ✕ button. Hold down the Directional buttons while pressing the ✕ button to jump in different directions. The direction of a jump can also be changed while in the air. After obtaining a certain item during the game, double jumps will be possible as well.

WALL CLIMBING

By obtaining a certain item, walls can be climbed using Musashi's two swords. To determine if a wall can be climbed, jump towards it and see if Musashi hangs onto the wall with his swords. Press the □ button and △ button alternately to climb walls.



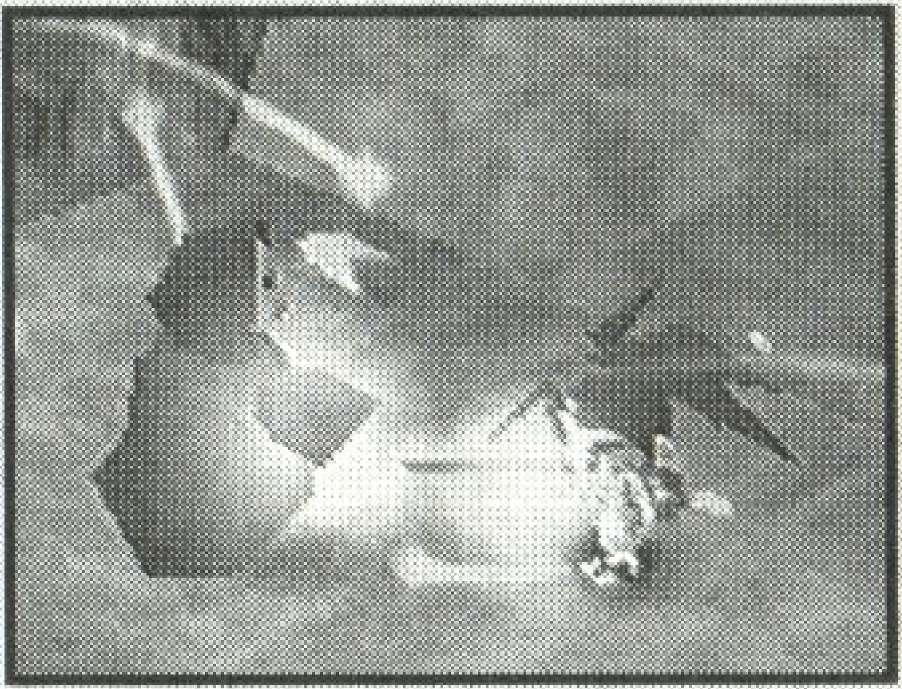
SLEEP

Musashi will need to sleep when his tiredness level exceeds 70% and his performance begins to diminish. Press the SELECT button to switch between Active and Sleep modes. After switching to Sleep mode (indicated by a moon gauge on the left of the screen), hold down the R1 button to increase the charge gauge on the left. Once this gauge is full, release the button and Musashi will fall fast asleep. Time passes more quickly while Musashi is sleeping, so it is an effective way to spend time while waiting. Press the ✕, ○, △ or □ button to wake Musashi. He will also wake up if attacked.

Assimilation

Assimilation allows Musashi to learn enemy abilities by using Fusion. Various obstacles can only be overcome by using the abilities learned from enemies.

HOW TO ASSIMILATE SKILLS



Charge Fusion

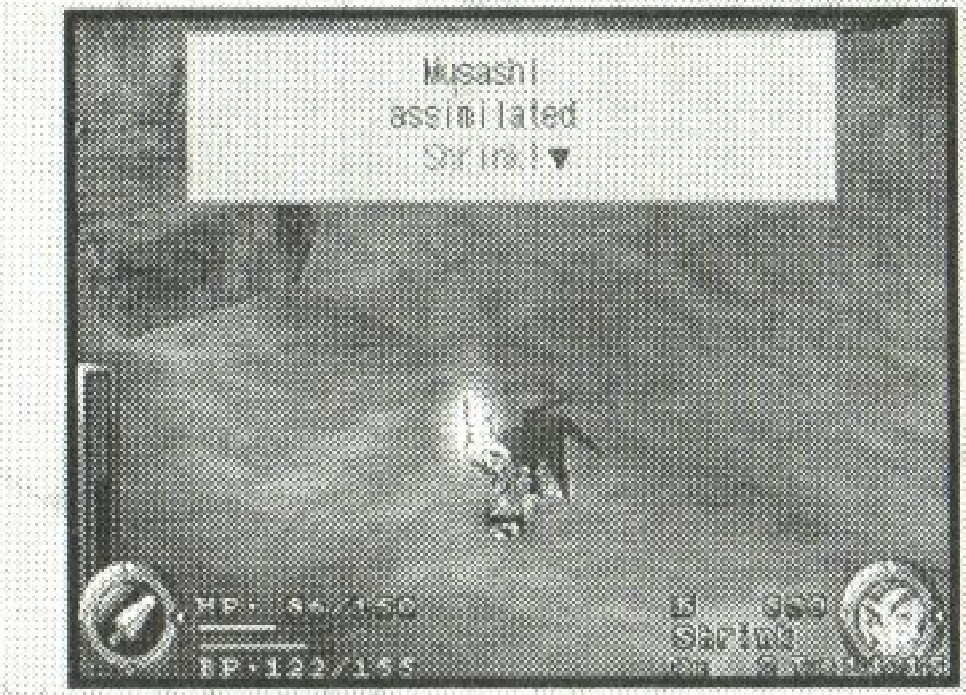
Hold down the R1 button to fill up the charge gauge.

Throw Fusion

Press the ■ button when the gauge is full. Musashi will throw Fusion in the direction he is facing. Aim so that Fusion will stick into the enemy.

Absorb Enemy Abilities

Once Fusion has struck the enemy, rapidly press the ■ button. The charge gauge will begin to fill up again and when it becomes completely full, Assimilation has succeeded. There is a limit to how long Fusion will stay in the enemy. If the gauge is not filled within this time, Fusion will return and you will steal some BP from the enemy instead.

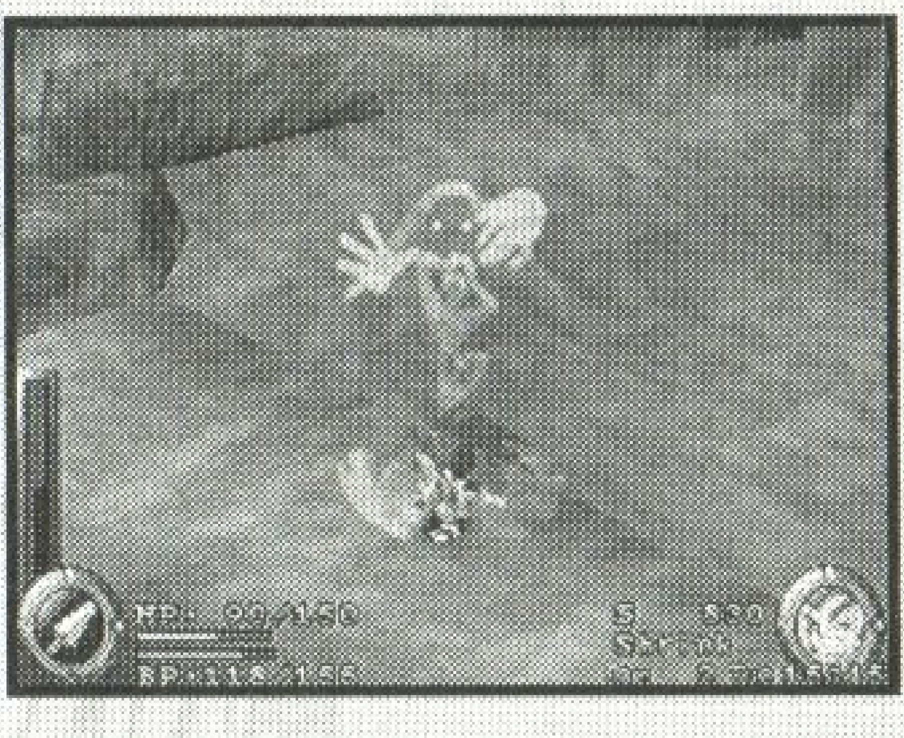


Musashi
assimilated
Shrink!▼

Assimilation Succeeded

Once Assimilation has been completed successfully, a description of the technique you obtained along with its effect will appear on the screen. There are two major types of Assimilation techniques:

- Techniques that automatically start when Assimilation has succeeded and continue for a certain amount of time
- Techniques that may be used at any time by pressing the ◉ button



Note: Assimilation techniques require various amounts of BP to activate. Techniques cannot be used if Musashi does not have enough BP. If Musashi dies while he has an Assimilation technique, that technique will be lost and will have to be re-acquired.

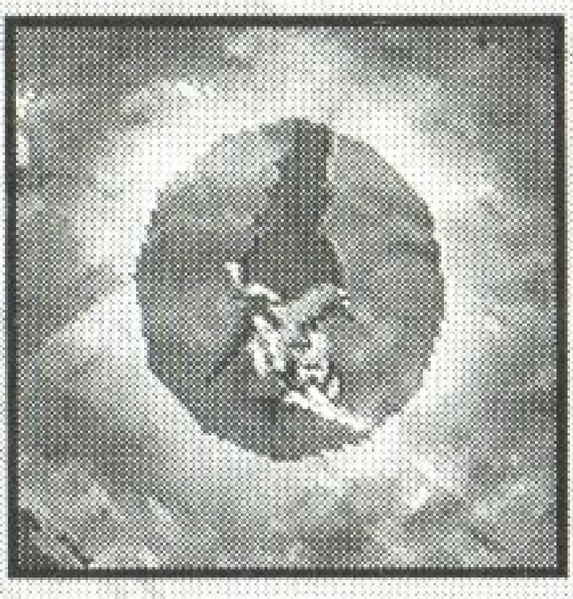
Assimilation

TECHNIQUES THAT CAN BE OBTAINED BY ASSIMILATION :

Here is a partial list of techniques that may be obtained by Assimilation.

Gunshot

Allows Musashi to fire bullets.
Press the ◎ button to fire bullets from any distance.



Mint

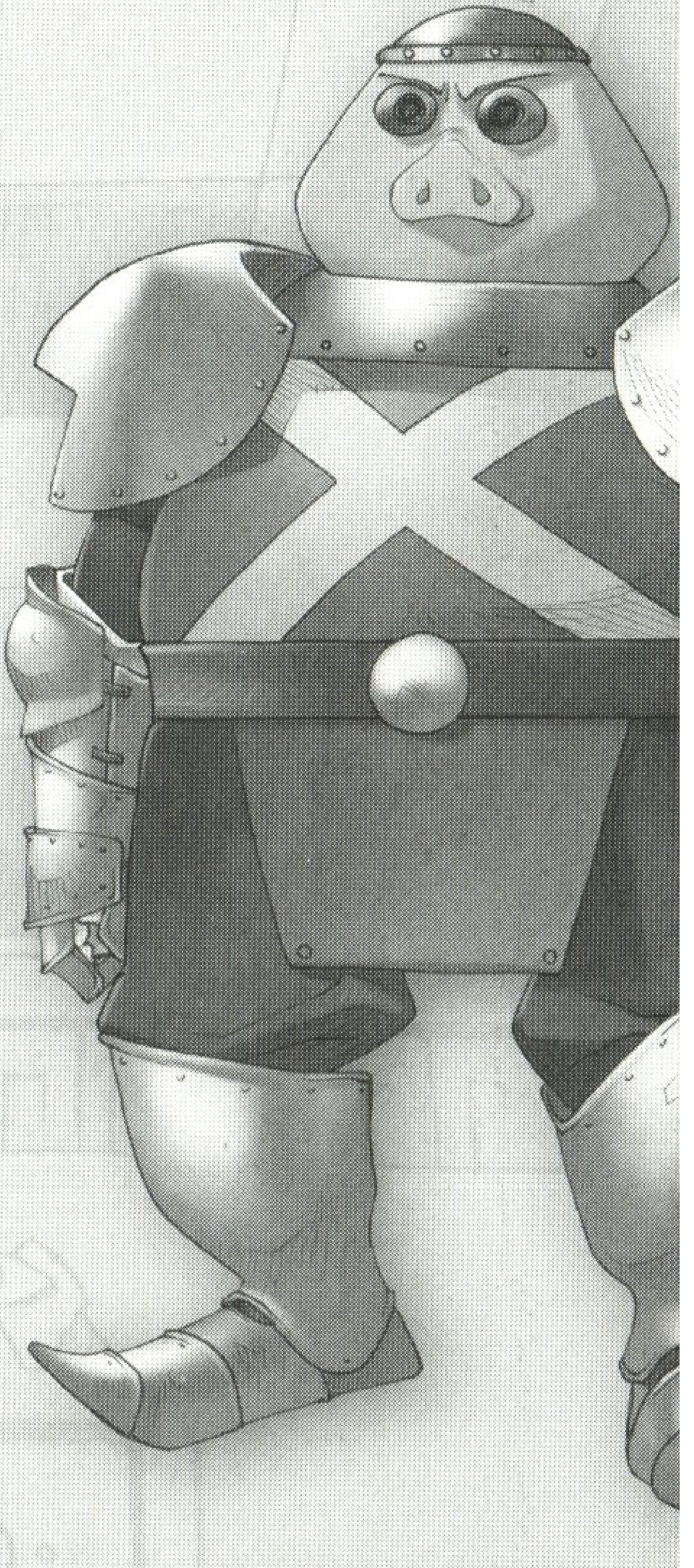
The Mint technique starts its effect as soon as it is obtained. Musashi does not get tired when using this technique because he is surrounded by the refreshing fragrance of mint.

Bowl

Cracked walls and enemies can be demolished by rolling a huge ball. Press the ◎ button once to choose the direction the ball will be thrown. Press the ◎ button again to throw the ball.

B.O.

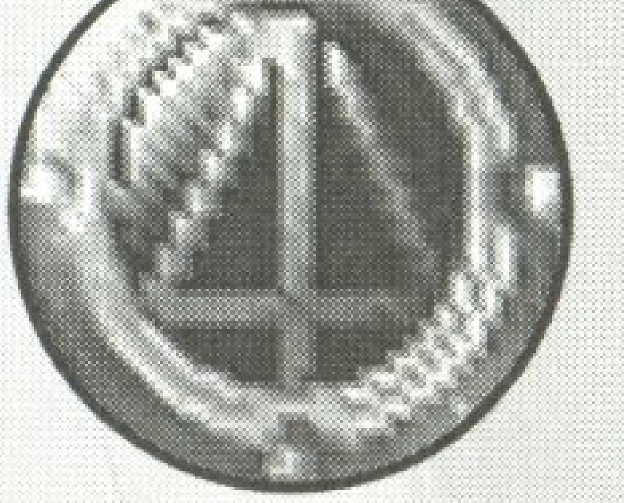
This technique surrounds Musashi with a cloud of putrid fumes and flies. This may have some unexpected advantages.
It starts its effect as soon as it is obtained.



Lumina, the Sword of Luminescence

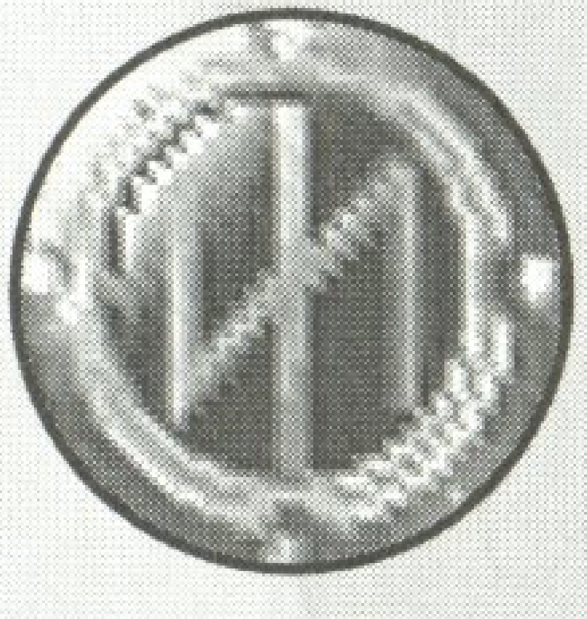
LUMINA, THE SWORD OF LUMINESCENCE AND THE FIVE SCROLLS

As described in the Legend of Musashi, there are five crests depicting the symbols of Earth, Water, Fire, Wind and Sky. These crests make up the Five Scrolls. One of the most important objectives of this game is to collect all five scrolls. Each scroll is sealed in a remote location and can only be released by Lumina.



Earth Scroll

The scroll that controls the power of the earth. It creates earthquakes that stop enemies in their tracks and may cause certain things to fall.

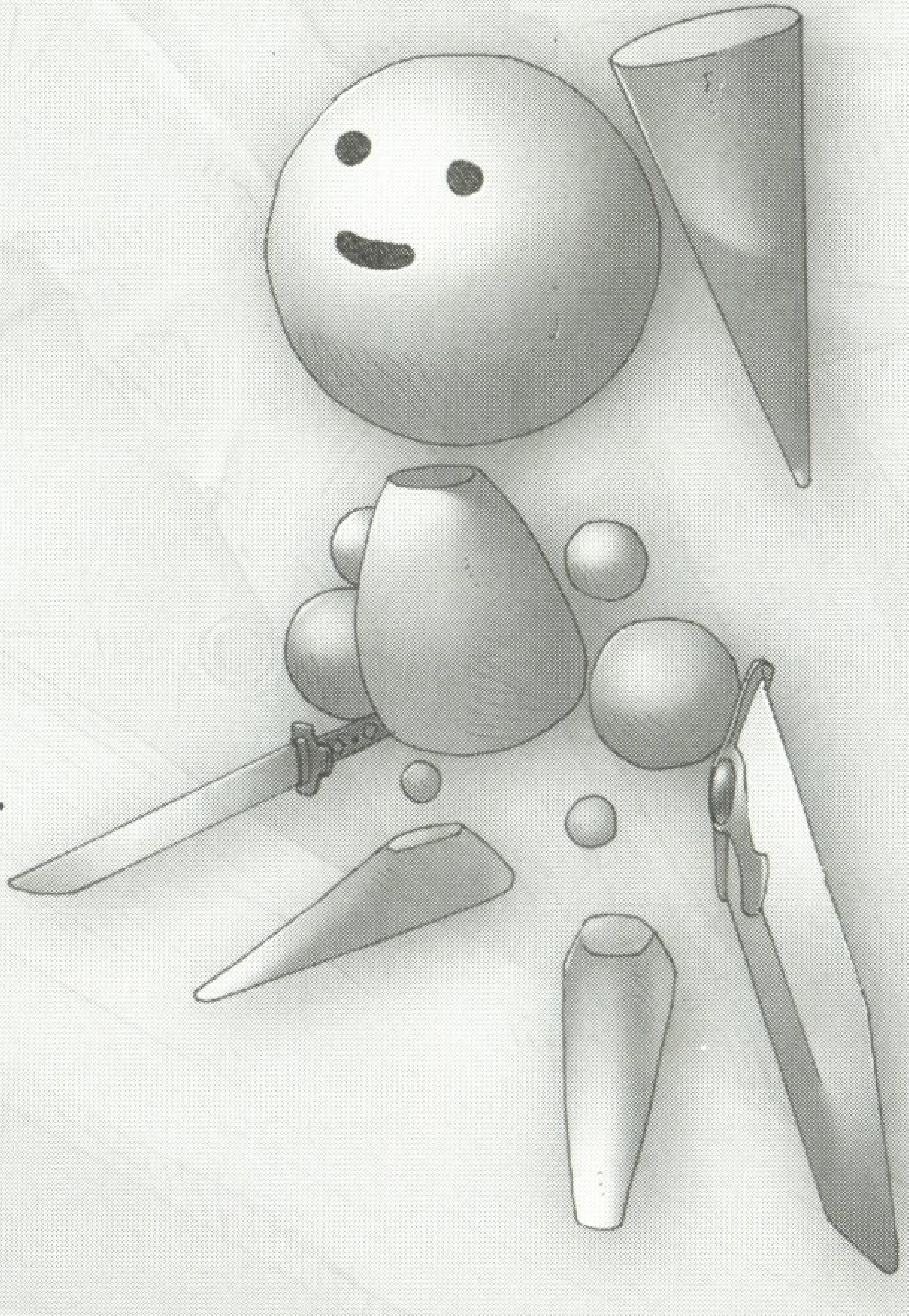


Water Scroll

The scroll that controls the power of water. It grants the ability to walk on water and can be used to extinguish fires.

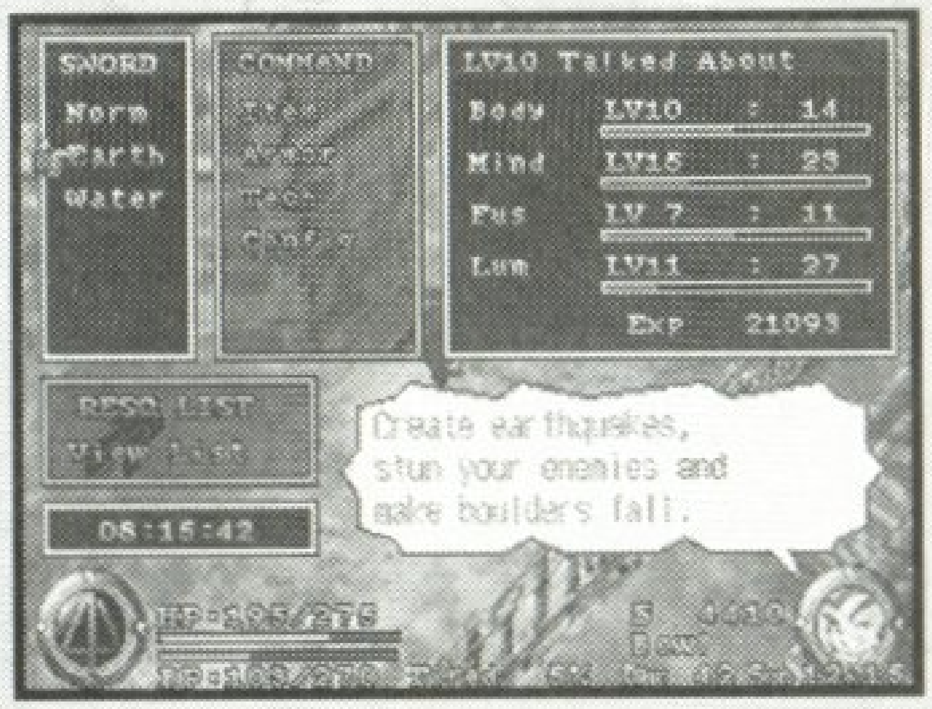
Fire Scroll, Wind Scroll, Sky Scroll

These scrolls contain unknown powers which Musashi must discover.



Lumina, the Sword of Luminescence

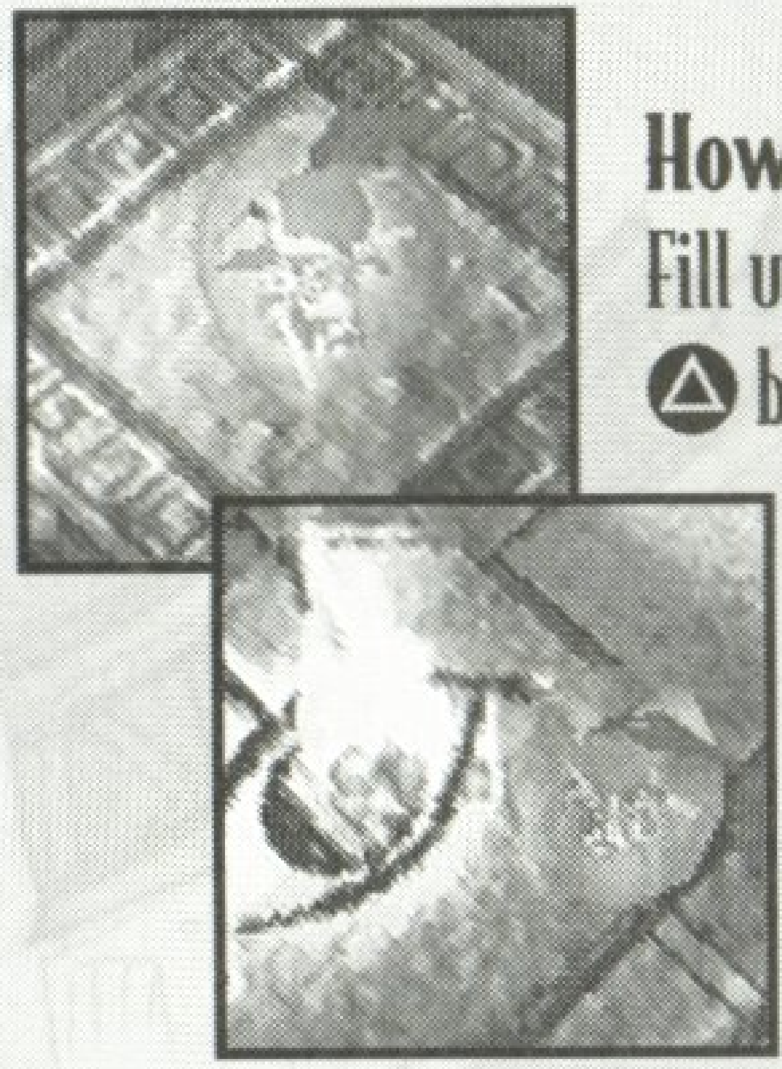
In order to use the various powers of the Five Scrolls, it is necessary to equip Lumina with each scroll. Only one scroll can be equipped at a time, so they need to be changed according to the situation.



Create earthquakes, stun your enemies and make boulders fall.

How to attach a scroll

Press the START button during gameplay to bring up the Sub-Menu Screen. Select the ‹**SWORD**› section and press the ⊗ button. Use the Directional buttons to select the scroll to be equipped and press the ⊗ button again. If the icon of the scroll appears in the Lumina status window, it has been equipped successfully. Scrolls may also be equipped when Musashi is in Sleep mode; however, the icon of the scroll will not appear in the Lumina Status window. Press the △ button to exit the Sub-Menu Screen.



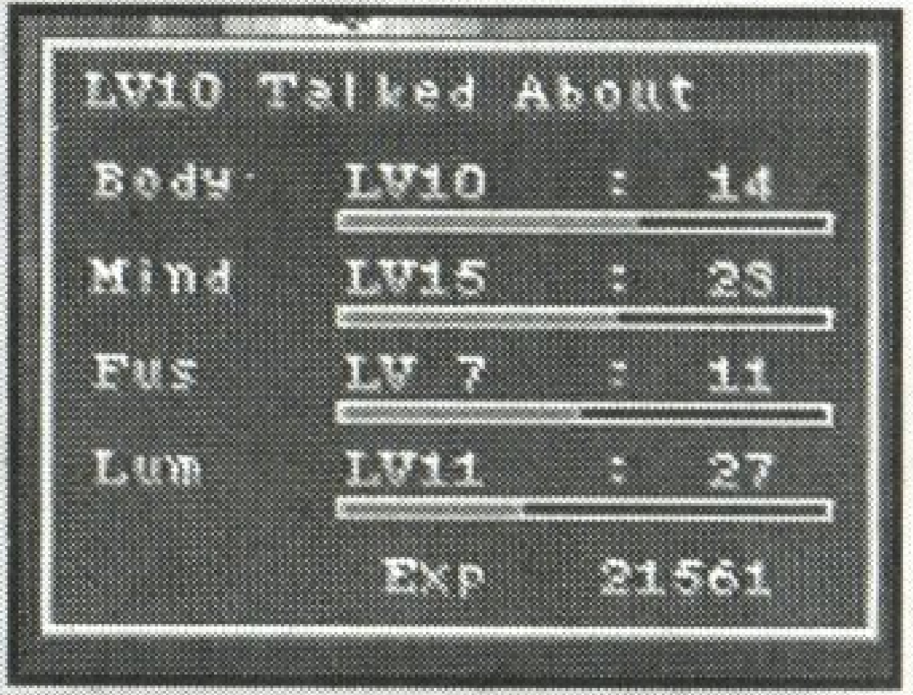
How to use the power of the Five Scrolls

Fill up the charge gauge by holding down the R1 button. Once the gauge is full, press the △ button to activate the scroll. (For example, if you have the Earth Scroll, you can cause an earthquake.) Press the △ button (or the □ button) to continue triggering an ability for some scrolls such as shooting water or blowing fire. Certain powers of the Five Scrolls last for only a limited time (for instance, the ability to walk on water), but may be activated again by repeating the same process.

Musashi's Growth & Concept of Time

MUSASHI'S GROWTH

Musashi continues to grow as he advances in his adventure. As his level increases, his offensive and defensive skills improve. He will also receive various ranks. In order to effectively fight and defeat the tough Bosses that await him, it is important that his level keeps increasing. Musashi's power consists of the following four categories: **Body**, **Mind**, **Fusion**, and **Lumina**. The level in each category increases independently and the average of these categories is Musashi's current level. Musashi's power can be checked on the Sub-Menu Screen. When the gauge for each category fills up, Musashi's level increases by one.



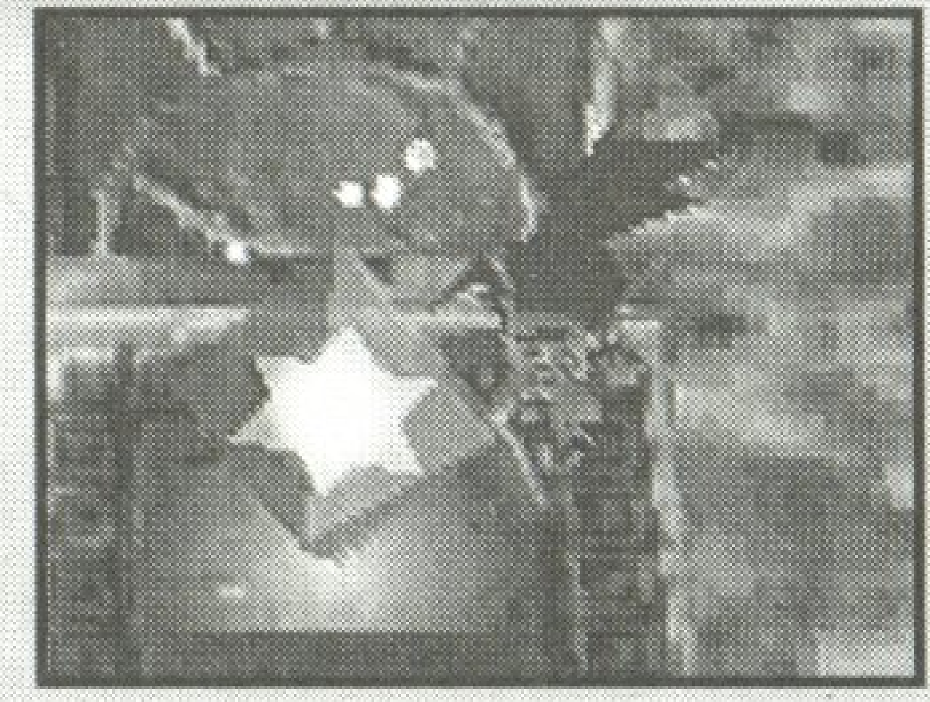
LV10 Talked About

Body	LV10	:	14
Mind	LV15	:	28
Fus	LV 7	:	11
Lum	LV11	:	27
	Exp		21561

Rank:	Musashi's overall level and current rank.
Body:	Musashi's strength. This level increases as Musashi defeats enemies and accumulates experience points.
Mind:	Musashi increases his defensive level as his state of mind becomes stronger. This level increases as Musashi walks and accumulates experience points.
Fusion:	The attacking power of Fusion. This level increases when Musashi successfully attacks with Fusion and accumulates experience points.
Lumina:	The attacking power of Lumina. This level increases when Musashi successfully attacks with Lumina and accumulates experience points.
Exp:	The distance Musashi has walked so far.

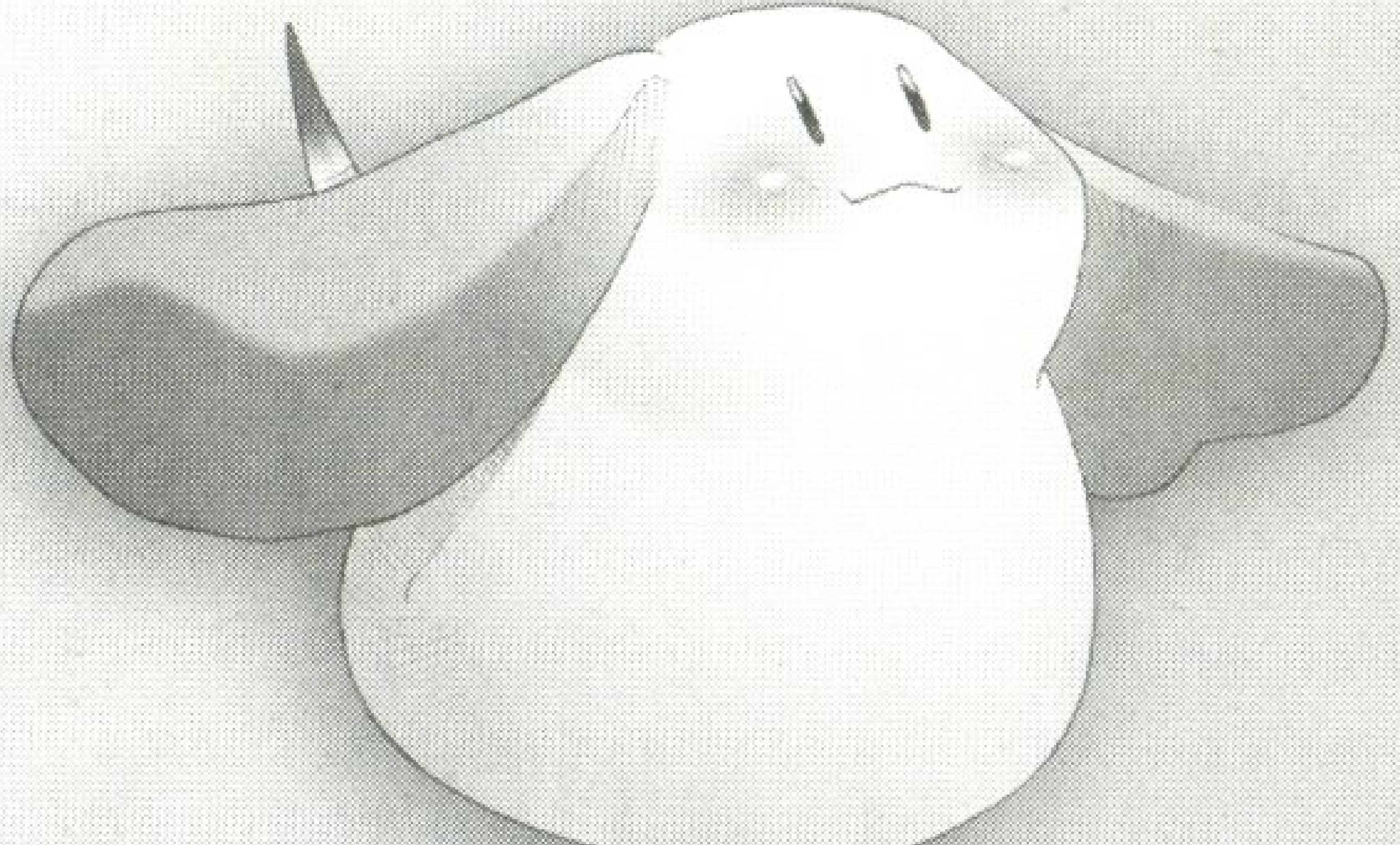
Note: There is an upper limit to the levels during each chapter. This limit will increase as Musashi successfully defeats each Boss that awaits him.

Musashi's Growth & Concept of Time



INCREASING MUSASHI'S MAXIMUM BP LEVEL

By rescuing people trapped in the Bincho Fields (large green crystals) located throughout the game, Musashi's maximum BP level will increase by 5 and his maximum BP will be restored.



LONGEVITY BERRY

You're in luck if you encounter a creature known as Minku. Only 13 of them exist in the world. They're not always easy to find, but if you catch one, you will receive a Longevity Berry which will increase Musashi's maximum HP level by 25.

CONCEPT OF TIME

In Brave Fencer Musashi, time flows realistically. The date and time are displayed in the lower right corner of the game screen. A day consists of 24 hours and a week consists of seven days. The names of the days in a week are Monday, Tuesday, Wednesday, Thursday, Skyday, Saturday, and Sunday. Each shop in the village has its own business hours and you will be unable to shop when they are closed. Some shops may also be closed on certain days, or during certain unusual events.

Passage of Time and Musashi's Status

Musashi will get tired, recover HP and lose BP as time passes. Each status is displayed in the lower part of the screen.

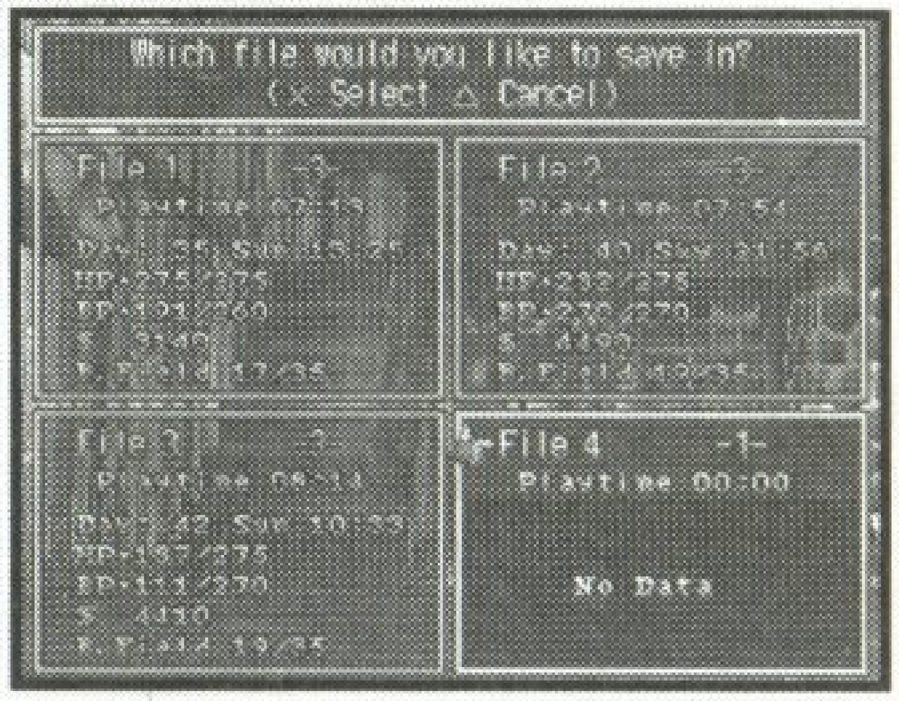
Tiredness - Increases as time passes, but can be reduced by sleeping or using certain items such as "**Mint**". While asleep, time passes eight times faster than normal.

HP - If time passes without Musashi suffering any damage, he will gradually recover HP while losing BP at a fixed rate.

BP - Decreases as time passes. It also decreases when techniques such as Assimilation or throw are used.

Saving Data

TO SAVE TO A MEMORY CARD



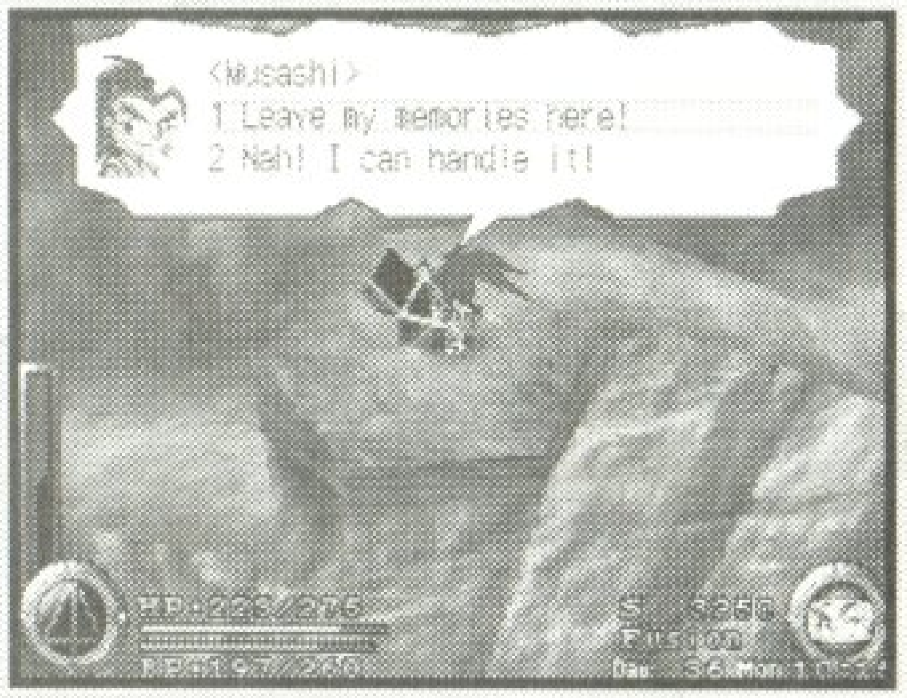
Which file would you like to save in?
(✕ Select △ Cancel)

File 4 -1-
Playtime 00:00
No Data

The game can be saved at the Inn in the village. You can also save after defeating a Boss or after other special events. The next time you play, or if Musashi dies during his adventure, you can resume the game from the spot you saved.

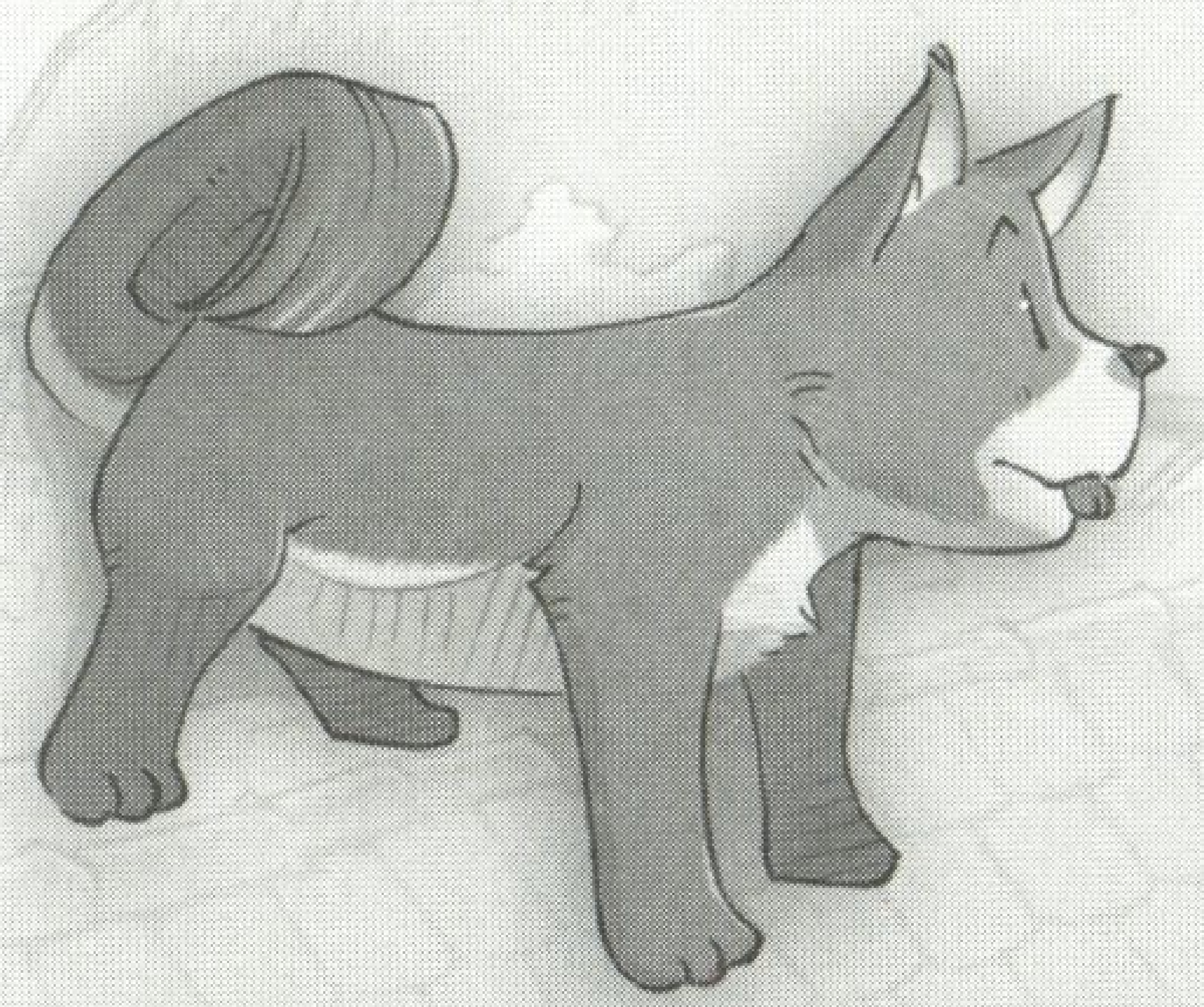
Note: In order to save data, a Memory card must be inserted into Memory card slot 1. Only one Memory card block will be accessible per game. Four game files can be saved on this one Memory card block.

MEMORY BOXES



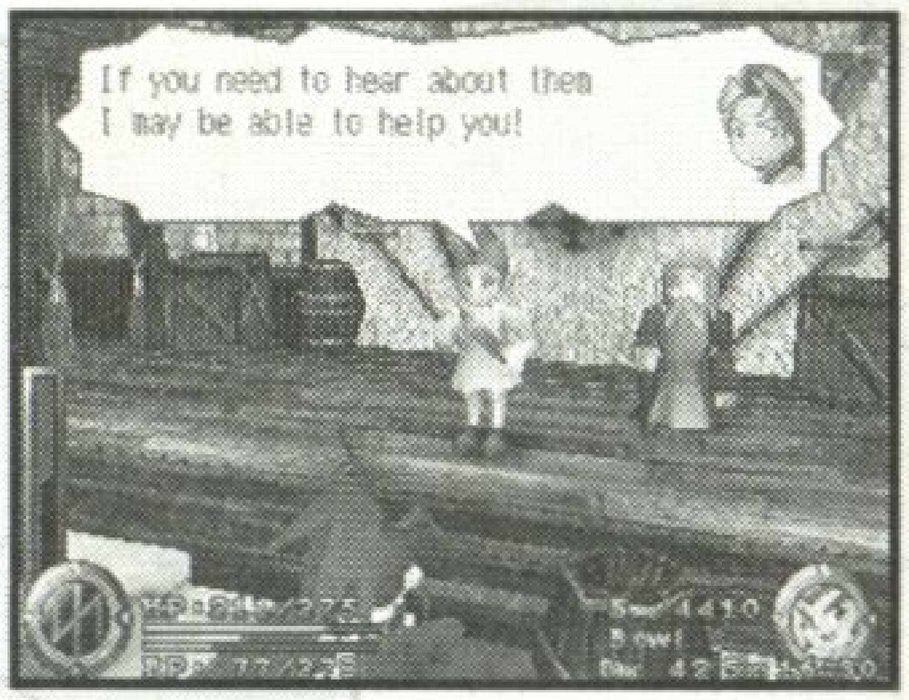
<Musashi>
1 Leave my memories here!
2 Nah! I can handle it!

During the adventure, Musashi may find Treasure Chests that contain a **Memory Box.** When one of these chests is opened, it will ask if you want to save Musashi's memories. If you choose to save, the game can be restarted from the saved location in case Musashi dies. However, when restarted, Musashi's monetary balance will be reduced by 50%. Memory Box data will be erased if the PlayStation game console is reset or turned off. Also note that memories can be saved at only one Memory Box at any given time.



Allucaneet Palace

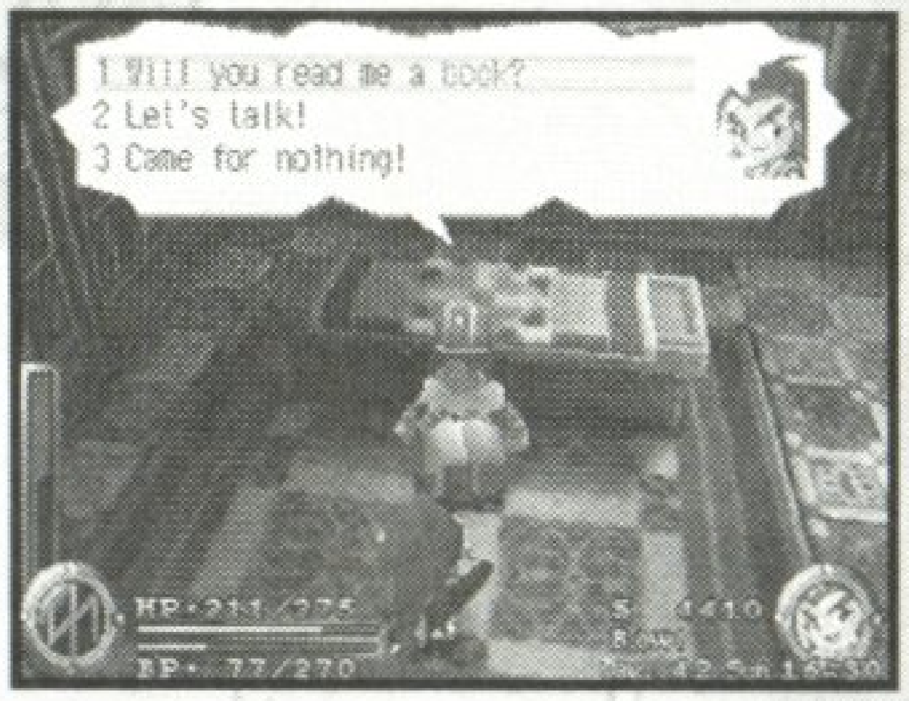
Allucaneet Palace is Musashi's starting point in the game, and has several facilities that will help him in his adventure.



If you need to hear about them
I may be able to help you!

GREAT HALL

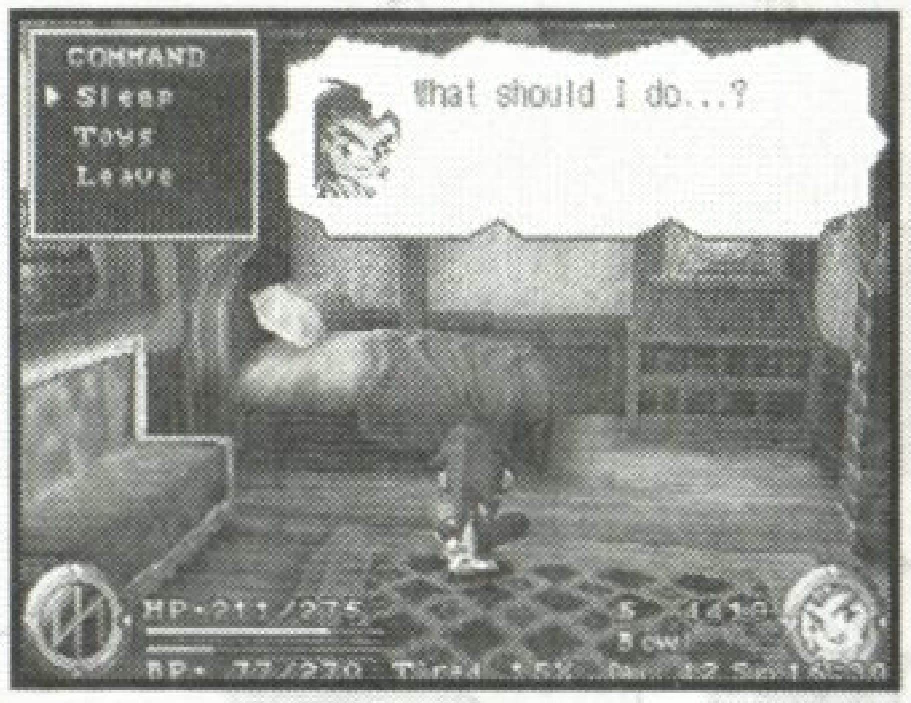
During less troubled times, this served as the palace's dining room. Musashi will be able to talk to people he has rescued during his adventure here. They may provide helpful information or techniques.



1 Will you read me a book?
2 Let's talk!
3 Came for nothing!

LIBRARY

Allucaneet Palace takes pride in its vast collection of books in the Library. If there is something that you would like more information on, you can look it up in the Library.



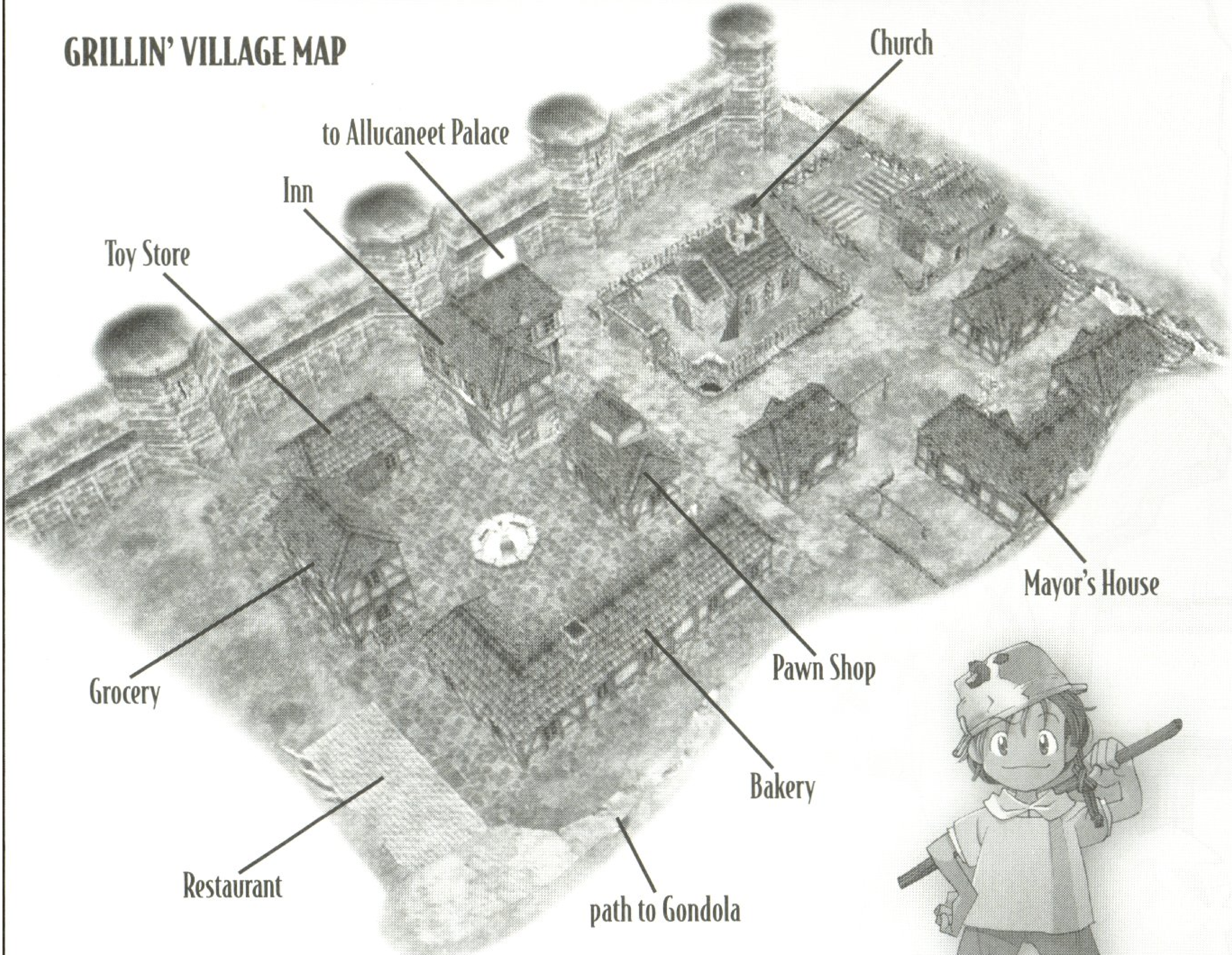
What should I do...?

MUSASHI'S ROOM

A room that Butler Livers furnishes for Musashi. He can sleep on the bed or play with his action figures here.

Grillin' Village

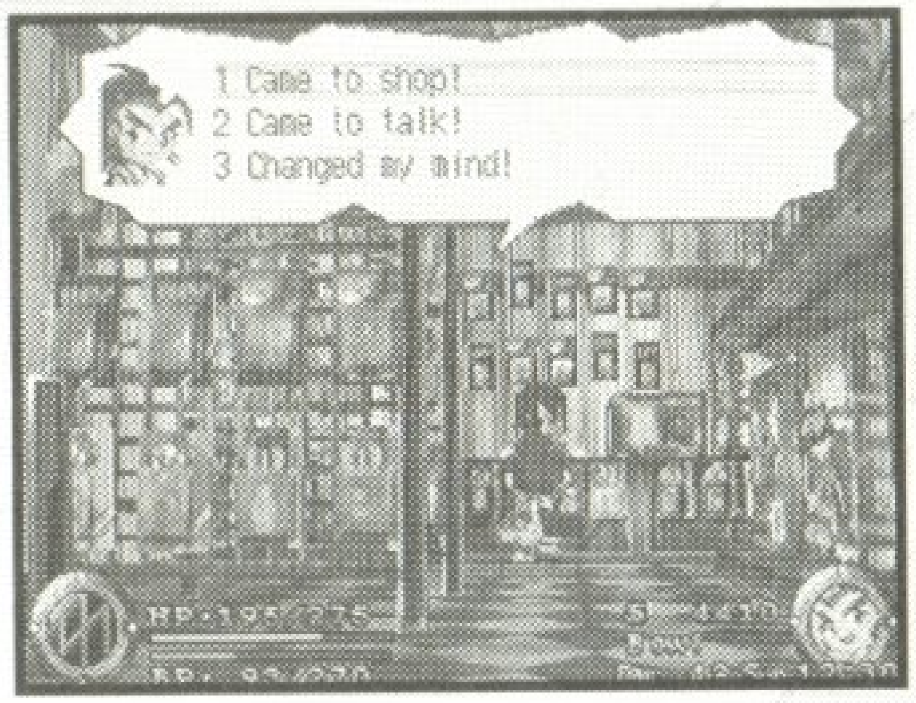
GRILLIN' VILLAGE MAP


Church
to Allucaneet Palace
Inn
Toy Store
Mayor's House
Pawn Shop
Grocery
Bakery
Restaurant
path to Gondola

Grillin' Village

STORES

When you enter a store, the following options will be displayed after a brief conversation.



Came to shop - Musashi can purchase items the store carries or sell items he doesn't need. To buy an item, select **‹Buy›** and press the ⊗ button. To sell an item, select **‹Sell›** and press the ⊗ button. Select **‹Quit›** to return to the previous screen.

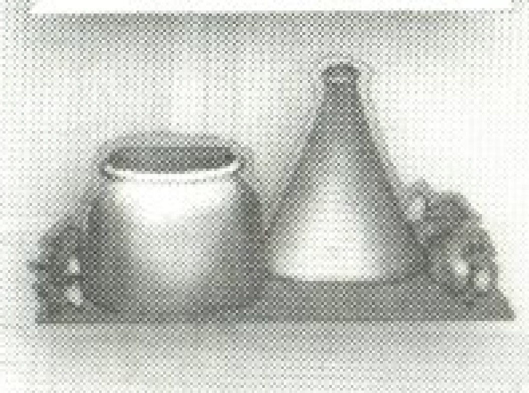
Came to talk - Musashi can chat with the store clerks. Sometimes they may provide helpful information.

Came, but forgot - I'll come again, etc. - Exit the store and return to the village.

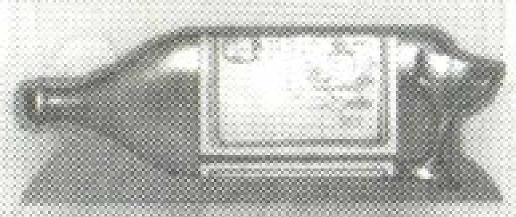
VARIOUS ESTABLISHMENTS IN THE VILLAGE

Inn - Recover HP, BP and reduce tiredness. You can also save data here or speak to other residents.

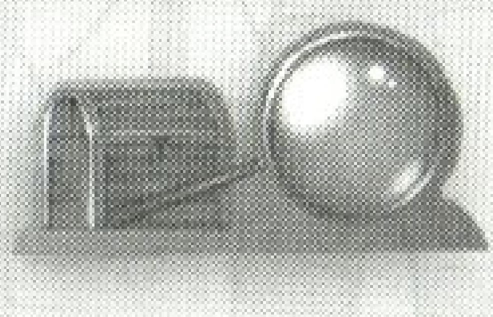
Bakery - BP can be recovered by eating bread or drinking milk. Prepare for your journeys by buying food here, but remember that fresh bread and dairy products will spoil if kept for more than a week.



Grocery - Sells various useful items for your journey such as medicines to recover HP and 'Antidote'.



Restaurant - A place for the villagers to get together and socialize. Useful information may be obtained here by chatting with the customers.

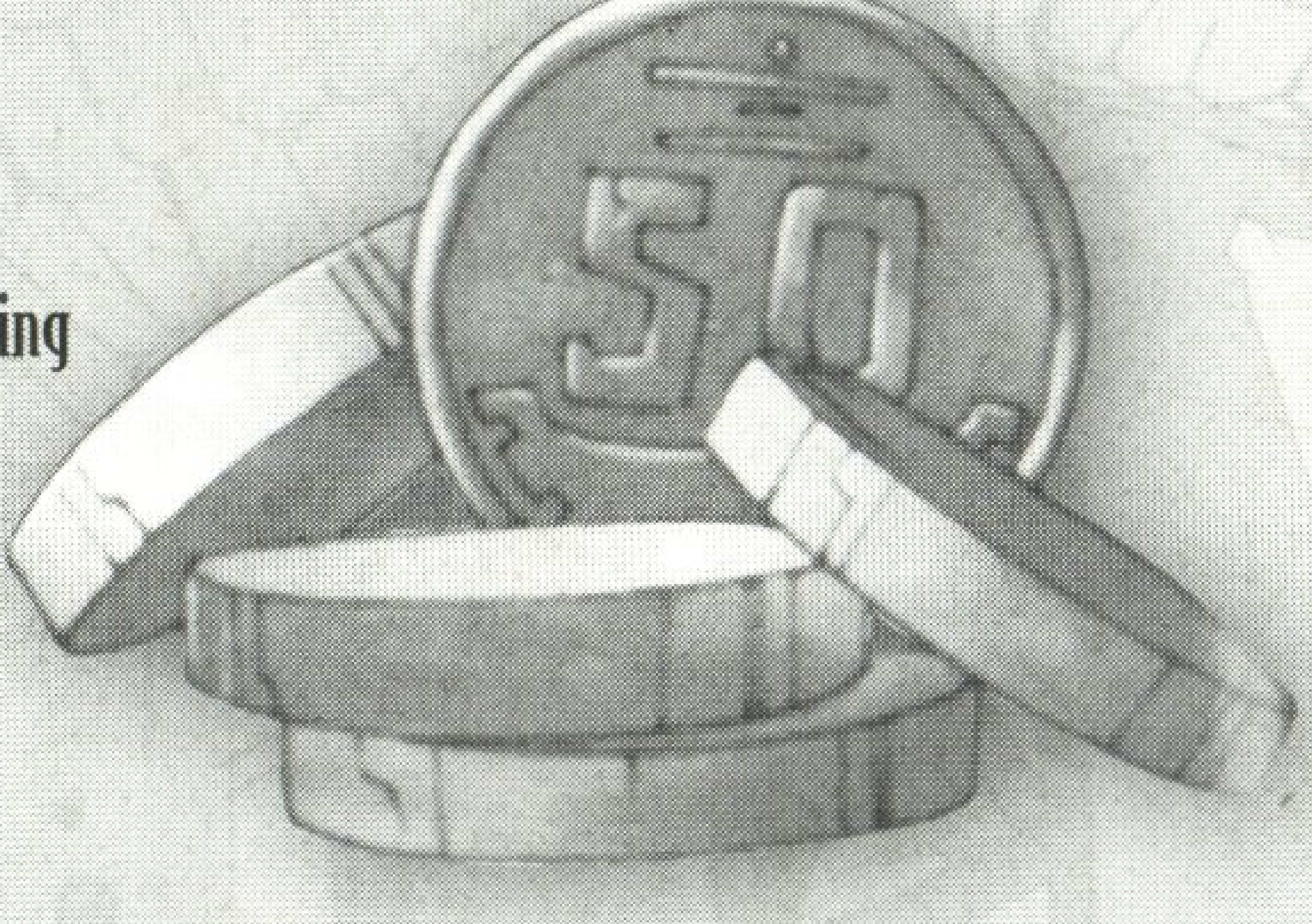


Pawn Shop - Mysterious items that Musashi gathers during his journey can be brought here for appraisal. Certain items may be prove to be useful, while others can be sold.

Toy Store - A variety of action figures may be purchased here - check back often for new arrivals.

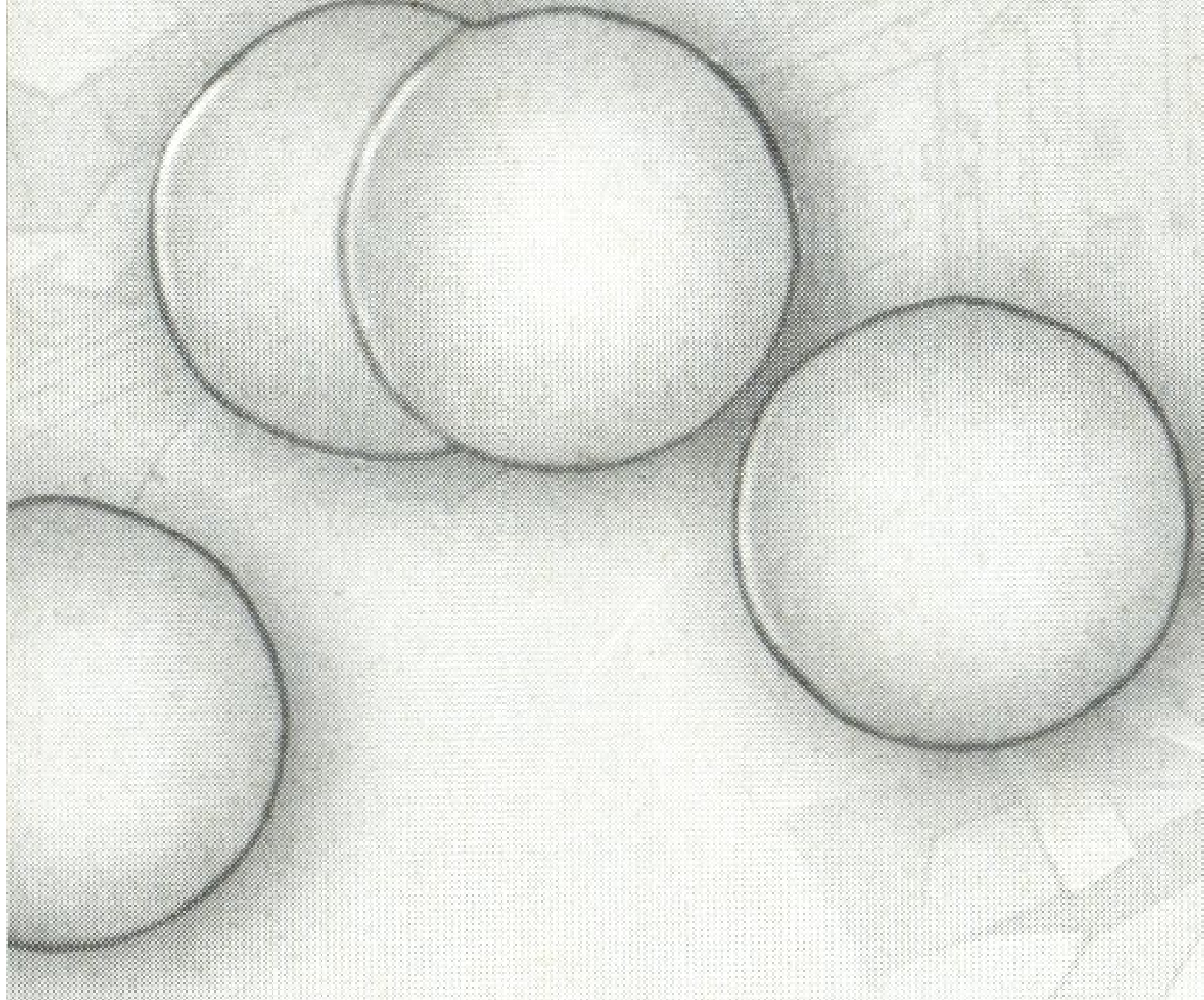
Items

Here is a partial list of items that appear in the game.



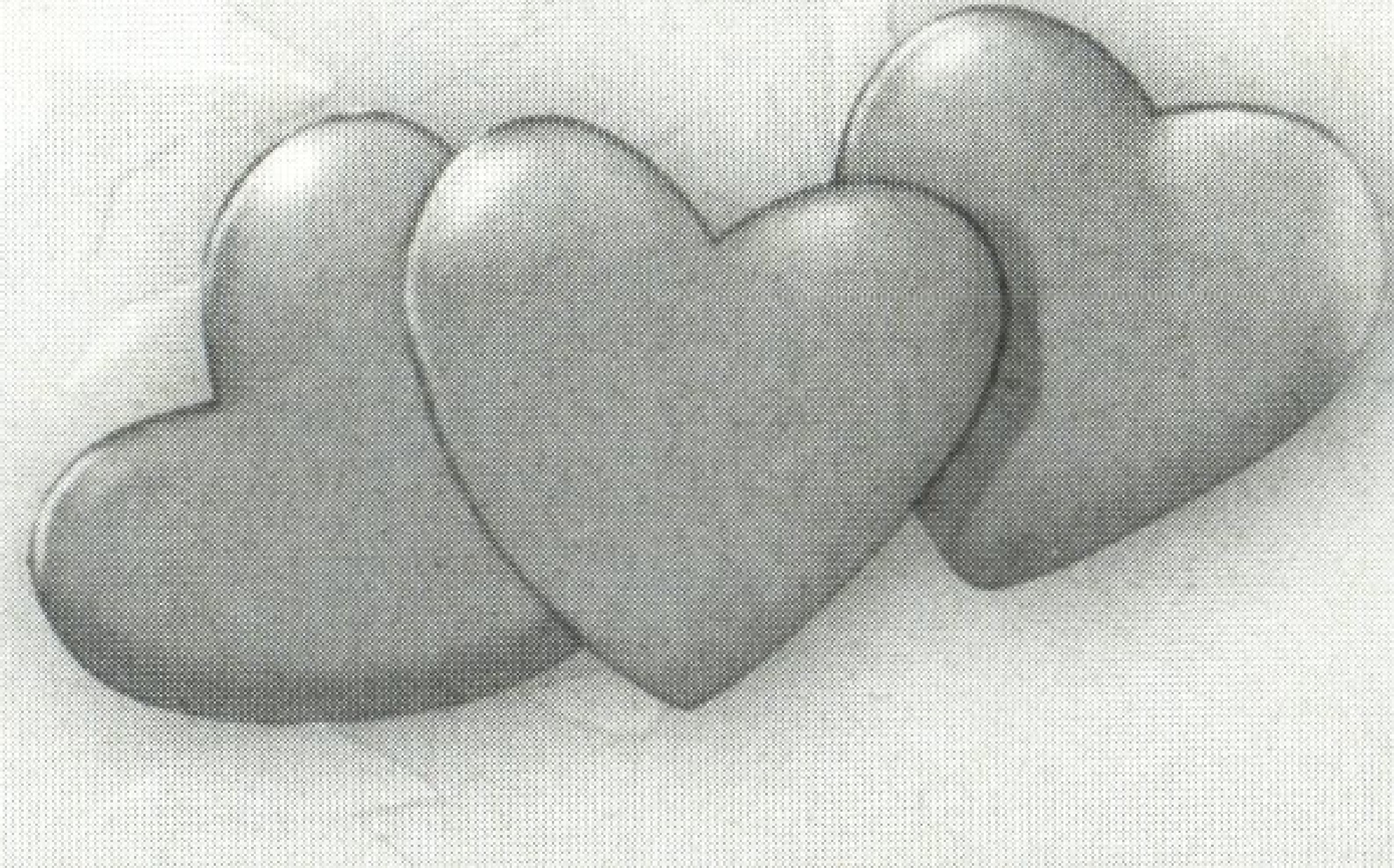
DRAN COIN

Allucaneet's currency and a necessity for shopping in the village. There are various types of coins from 10 Dran to 500 Dran coins.



BINCHOLON

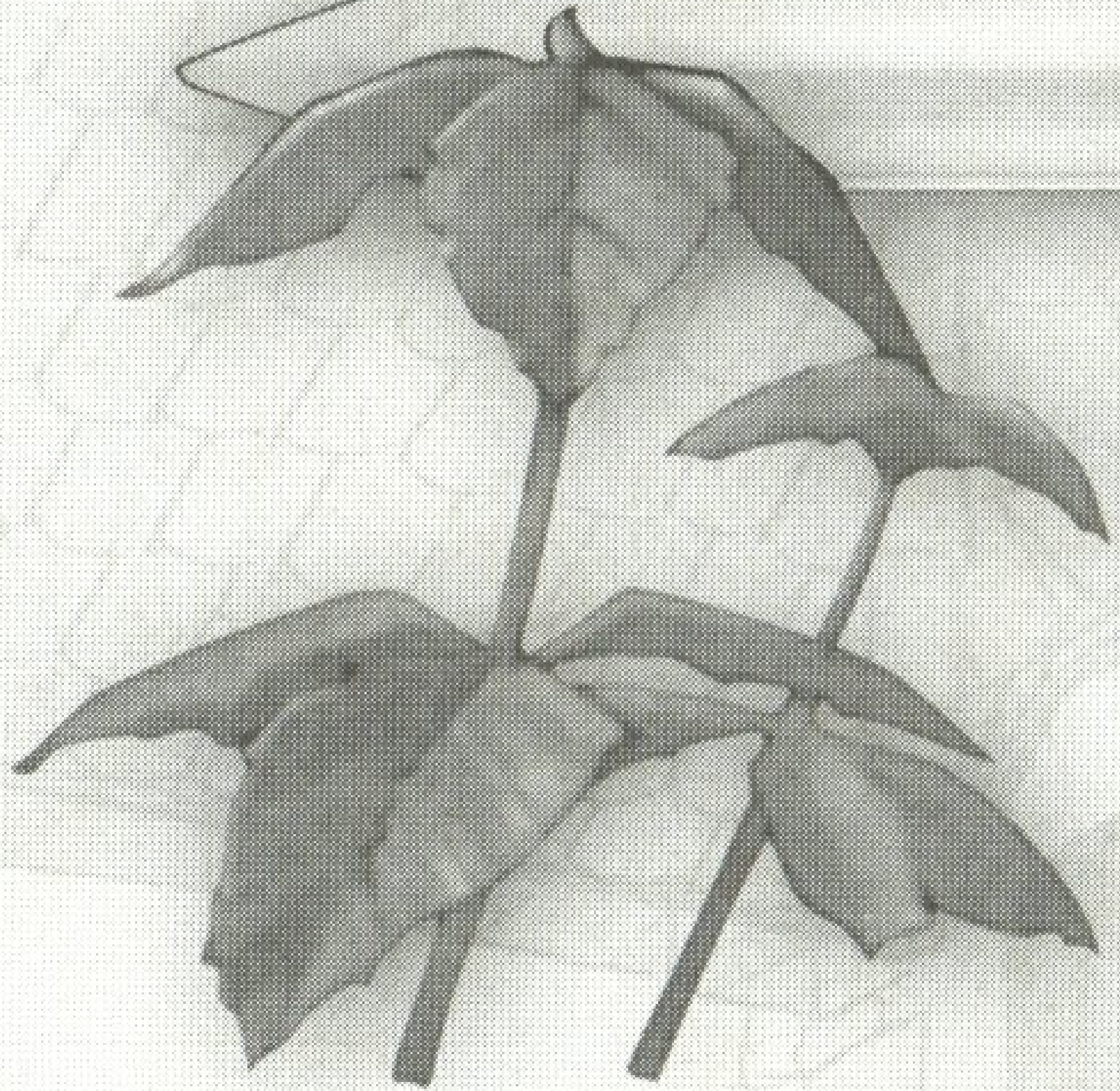
Musashi's source of energy made of Binchotite crystal. These recover BP and can sometimes be found when Musashi defeats an enemy.



HEART TABLET

Musashi's life source. These recover HP and can often be found when Musashi defeats an enemy.

Items

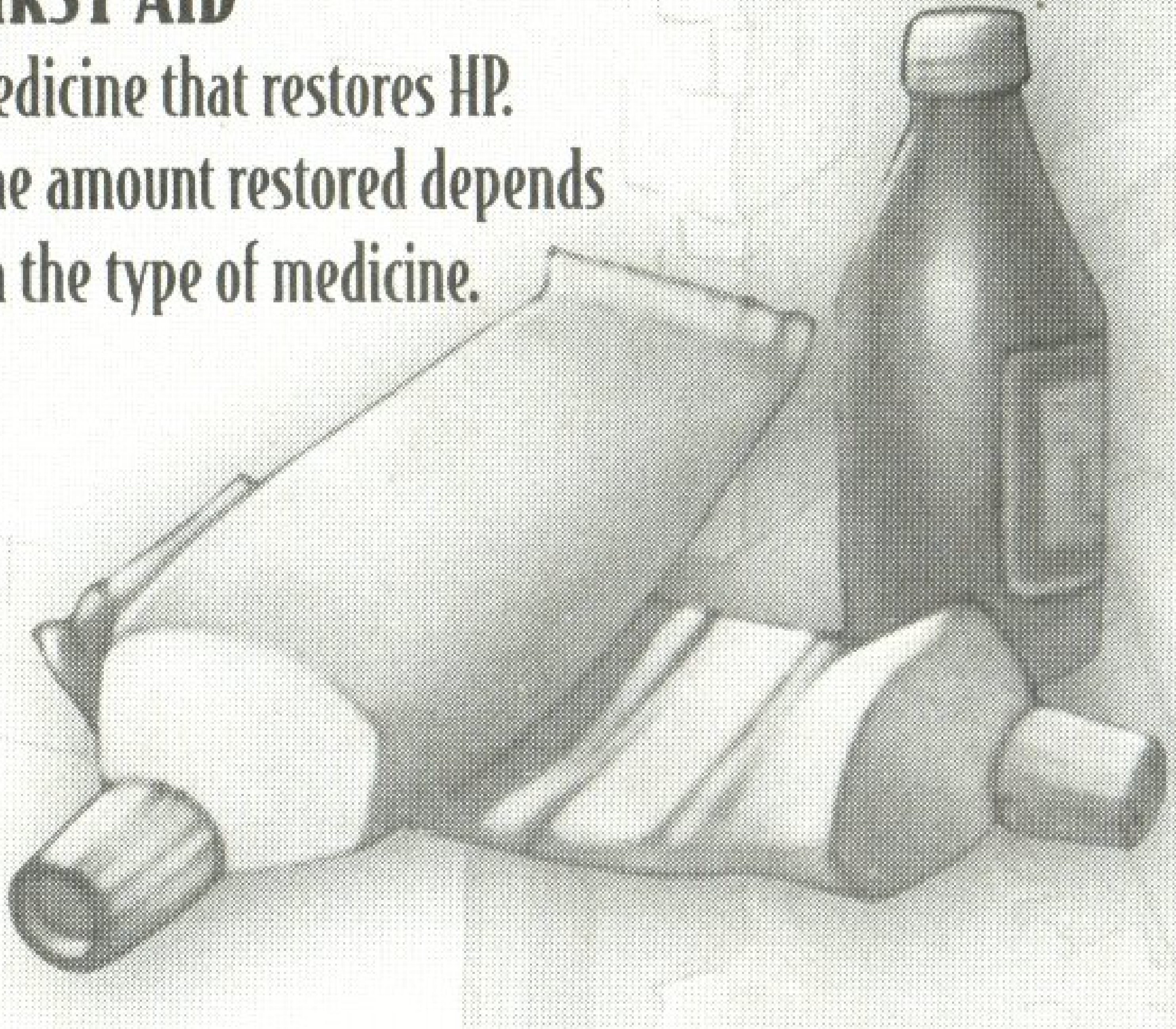


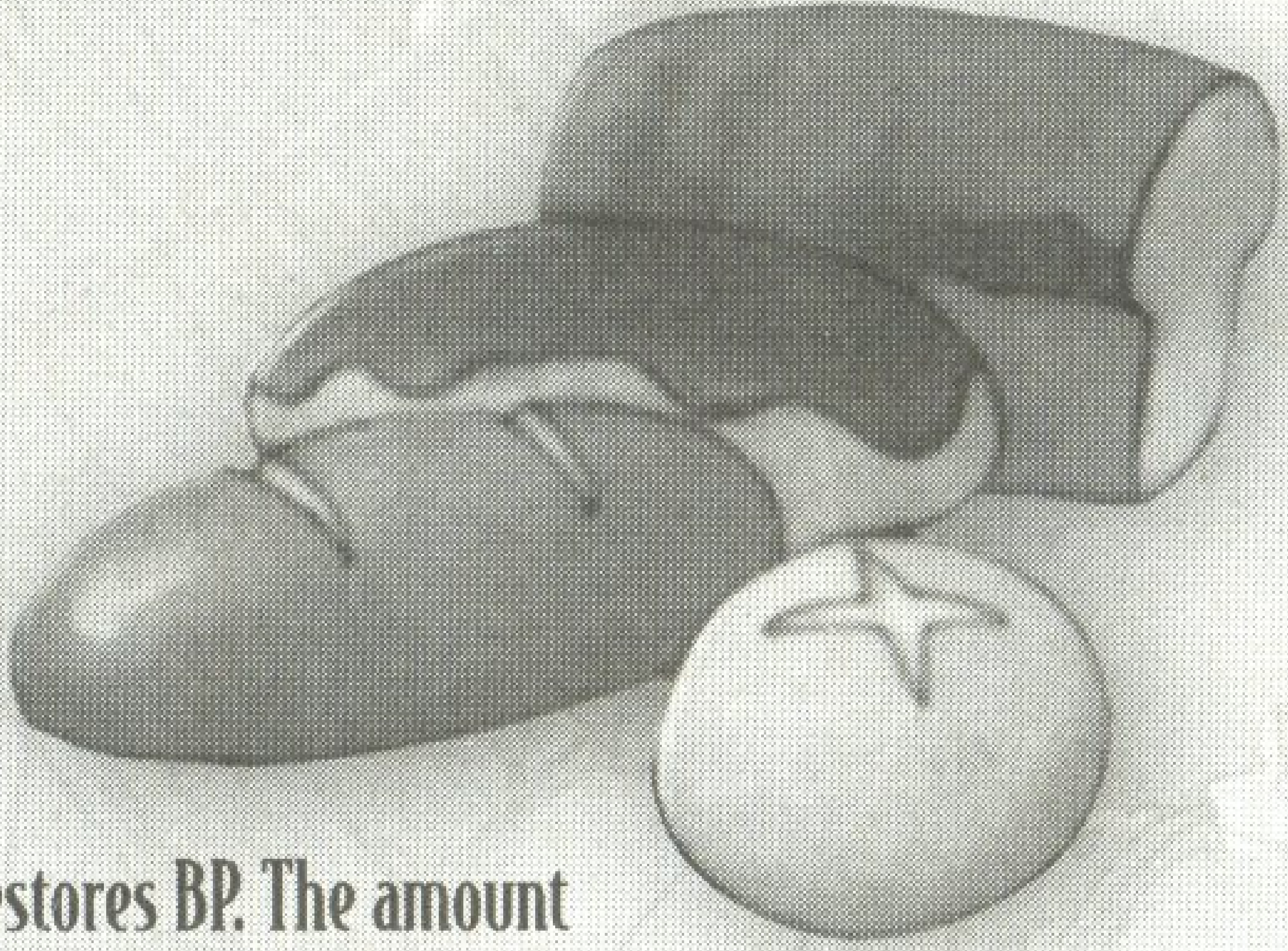
ANTIDOTE

Medicine that cures Musashi when he is poisoned. Different types of antidotes can be found during Musashi's journey.

FIRST AID

Medicine that restores HP. The amount restored depends on the type of medicine.



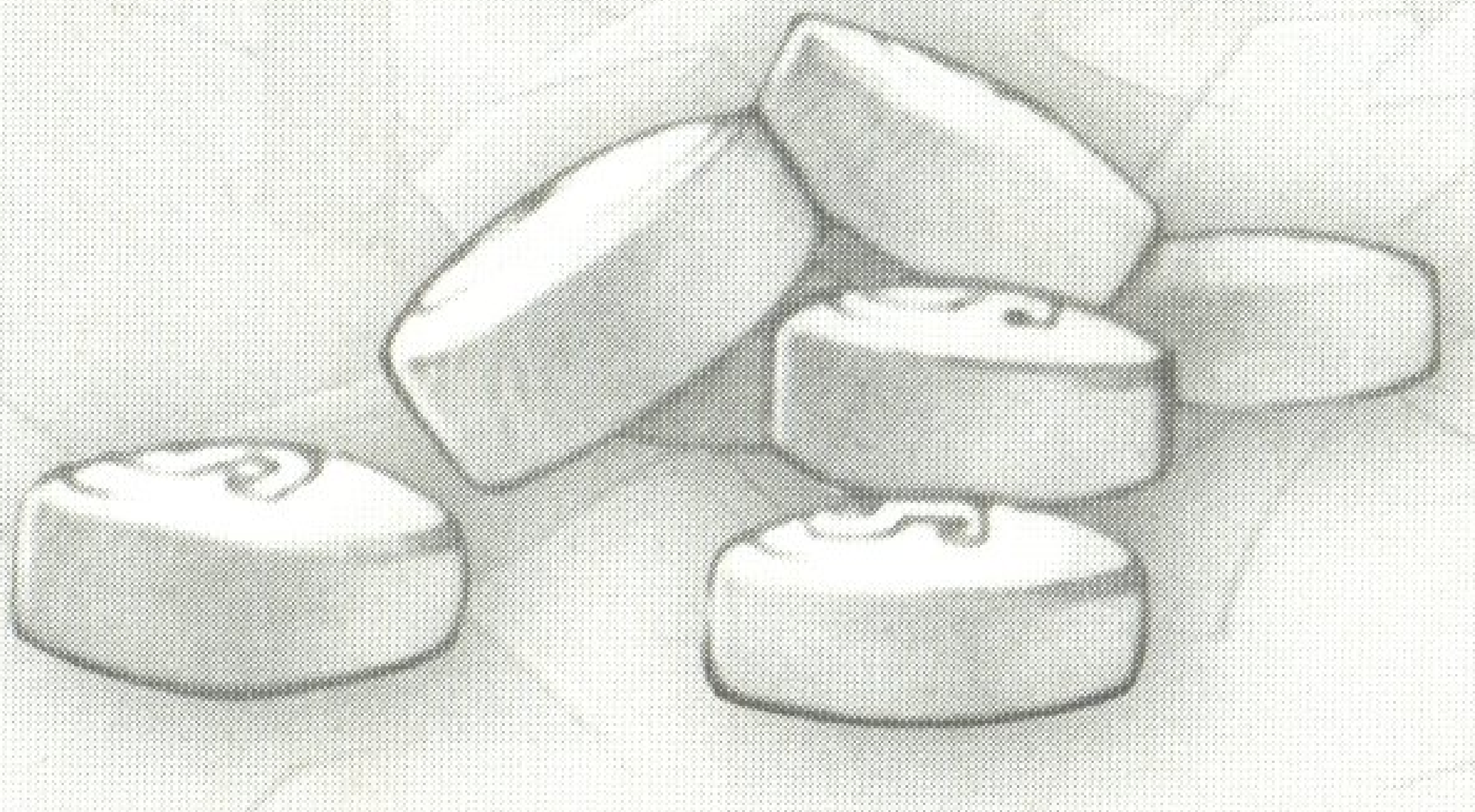


BREAD

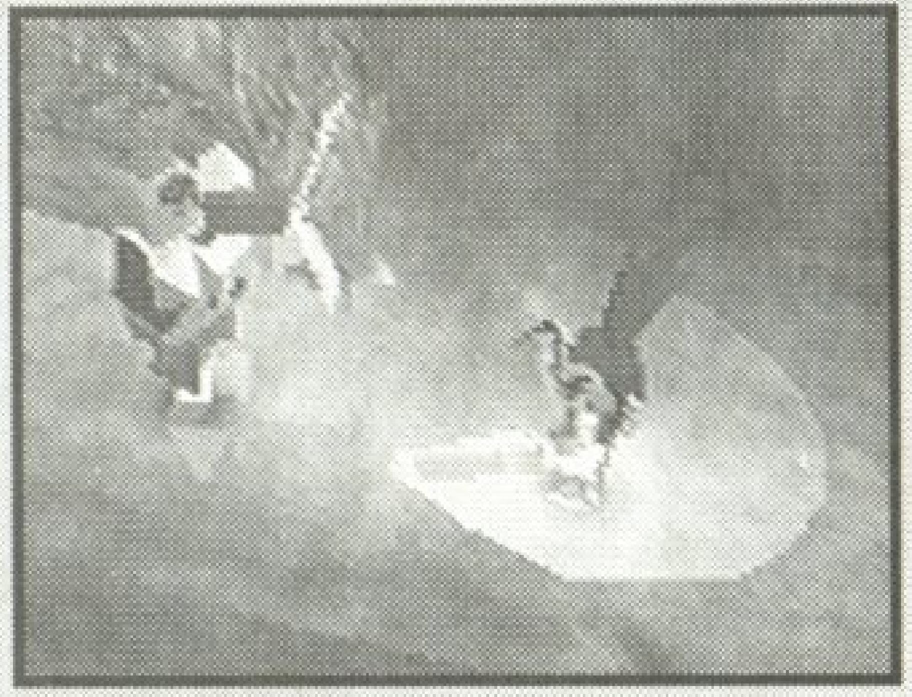
Food that restores BP. The amount restored depends on the type of bread.

MINT

A refreshing tablet that reduces Musashi's tiredness. These can be purchased at the Grocery.

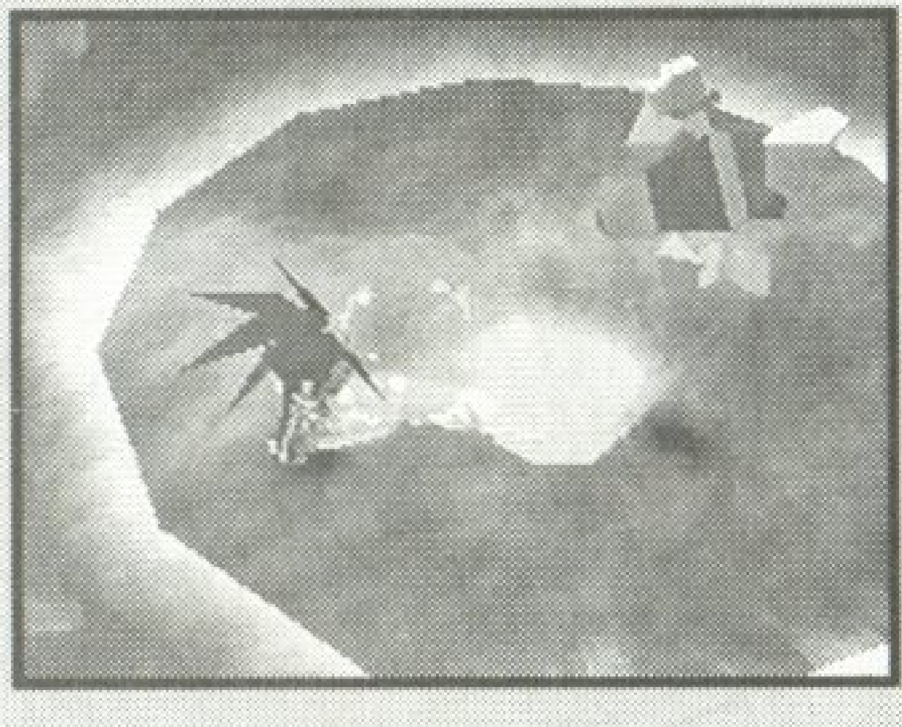


Musashi's Special Attacks



LUMINA ROTATION

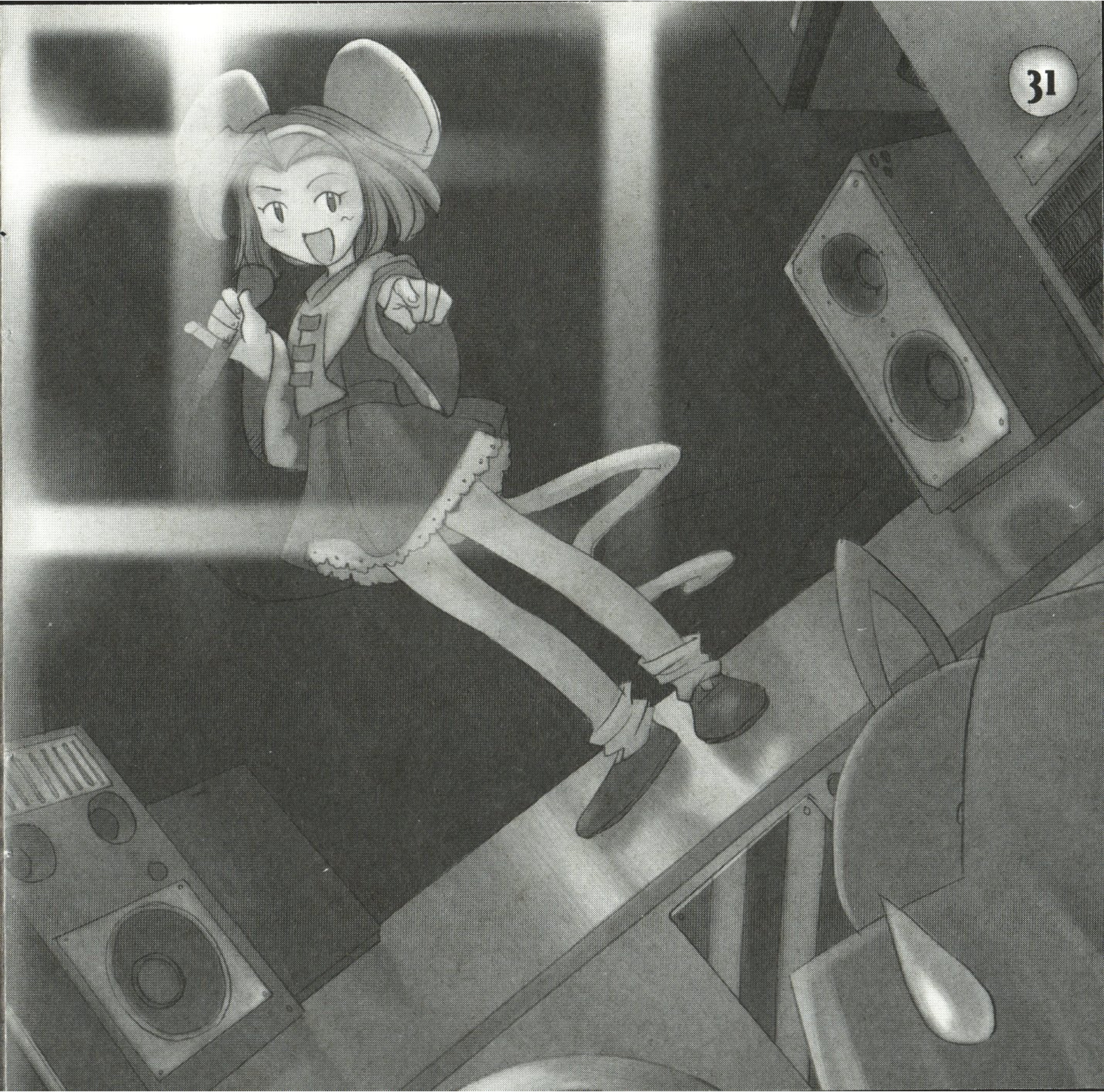
With Lumina equipped, hold down the R1 button to fill up the charge gauge on the left side of the screen. Once the gauge fills up, press the △ button to execute Lumina Rotation. This technique is very powerful and can attack all enemies that surround Musashi at once. This technique can only be performed if there are no scrolls attached to Lumina.

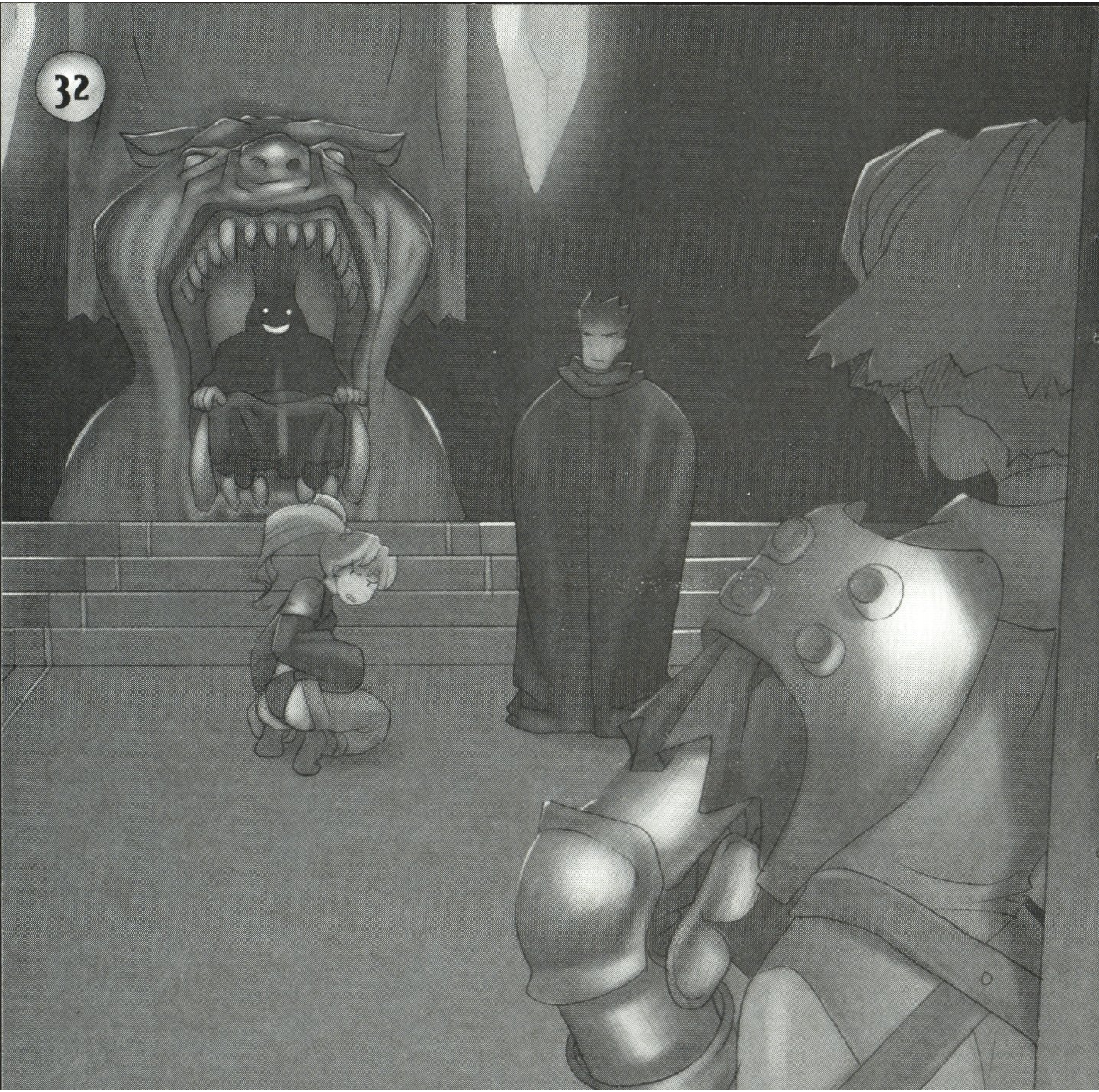


MIGHTY STRIKE

Follow the same directions as described for Lumina Rotation to fill up the charge gauge. Press the △ button as soon as Musashi successfully defends an enemy's attack to wipe out most regular enemies with a single blow.

Note: There are many more special attacks that Musashi will learn during his adventure.





BRAVE FENCER™
MUSASHI™

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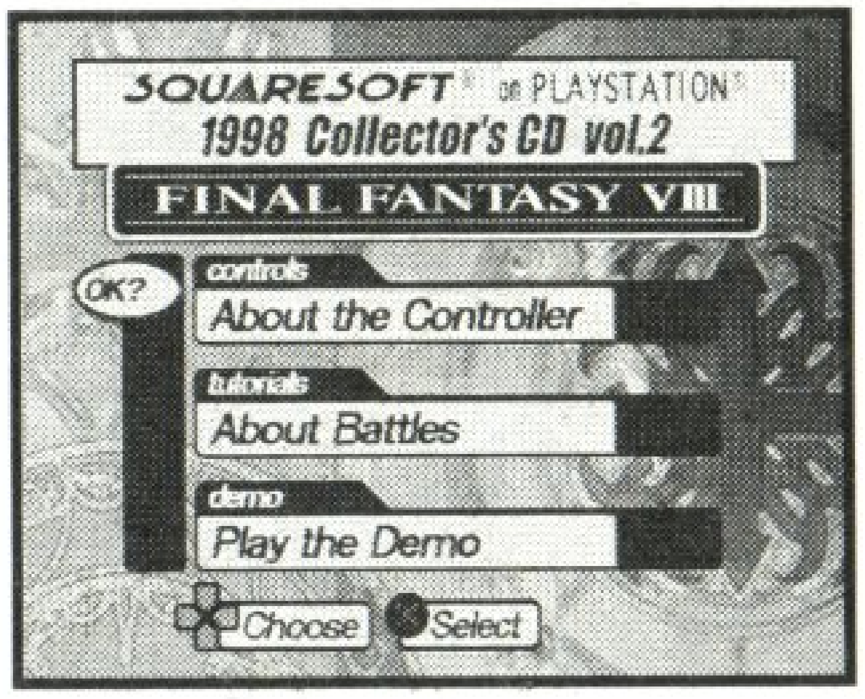
Demo Disc Instructions

SQUARESOFT® on PLAYSTATION® 1998 Collector's CD vol.2


SQUARESOFT® on PLAYSTATION®
1998 Collector's CD vol.2
FINAL FANTASY VIII
OK?
controls
About the Controller
tutorials
About Battles
demo
Play the Demo
Choose
Select

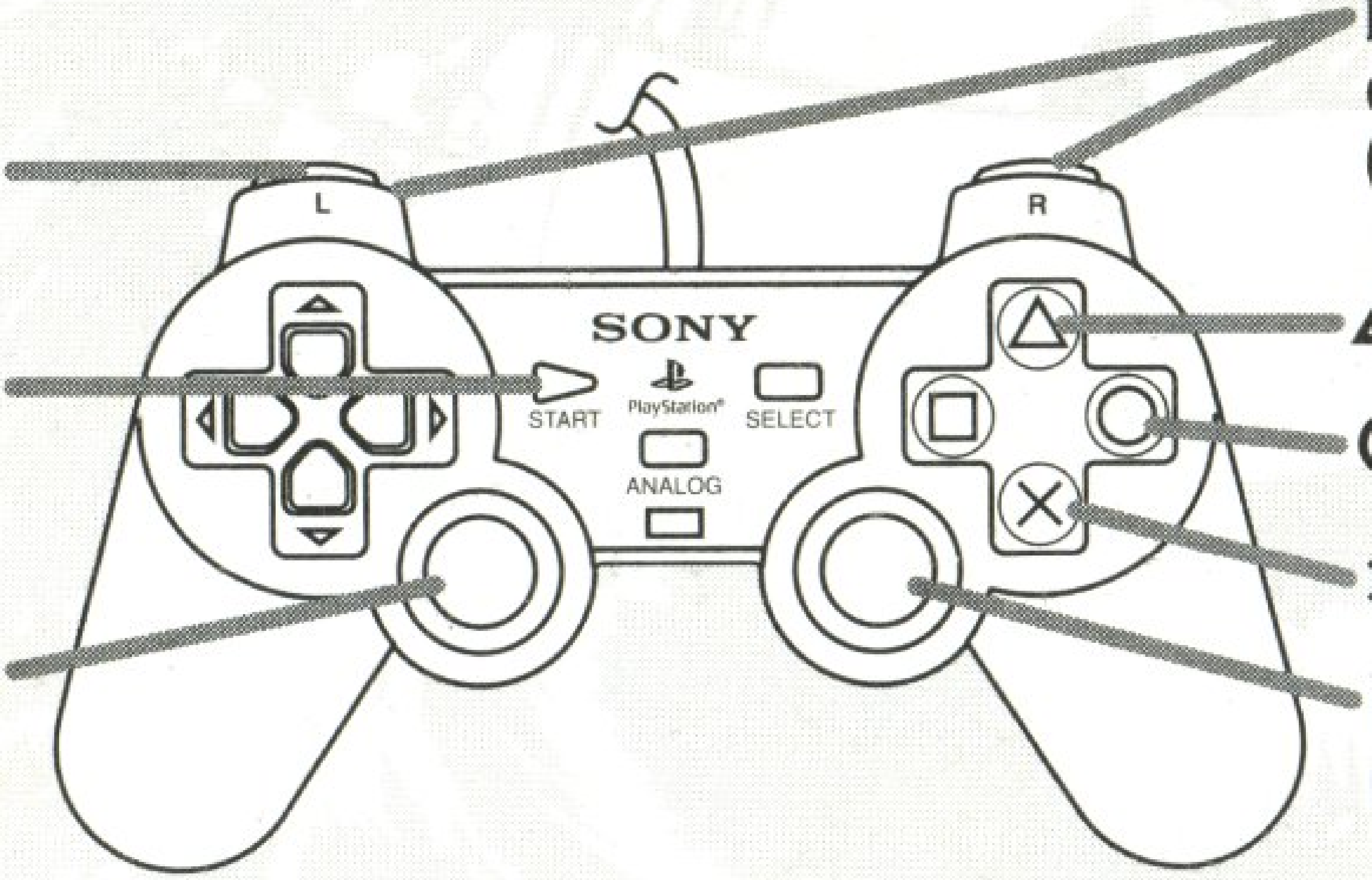
Included with your **Brave Fencer Musashi** disc is **Square Soft's 1998 Collector's CD vol. 2**, which contains a playable trial version of **Final Fantasy® VIII**.

Set up your PlayStation® game console according to the instructions in its Instruction manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **Collector's CD disc** and close the Disc cover. Insert a game controller and turn ON the PlayStation game console. The Collector's CD will begin at the Menu Screen shown here.

Use the Directional buttons to select one of the three options and press the ⊗ button to select.

- **About the Controller** - view button commands for various sections of the game
- **About Battles** - learn how to combat enemies with weapons and magic
- **Play the Demo** - check out the trial version of **Final Fantasy® VIII**

Other than analog control and vibration, button functions are the same for both the Analog and Standard controller.


L
R
SONY
START
PlayStation®
SELECT
ANALOG

L1 BUTTON
target window ON/OFF (battle)

START BUTTON
pause/help screen
(turn vibration function ON/OFF)

DIRECTIONAL BUTTONS or LEFT ANALOG CONTROL
move character(s) or cursor

L2+R2 BUTTONS
escape from battle
(may not work in all situations)

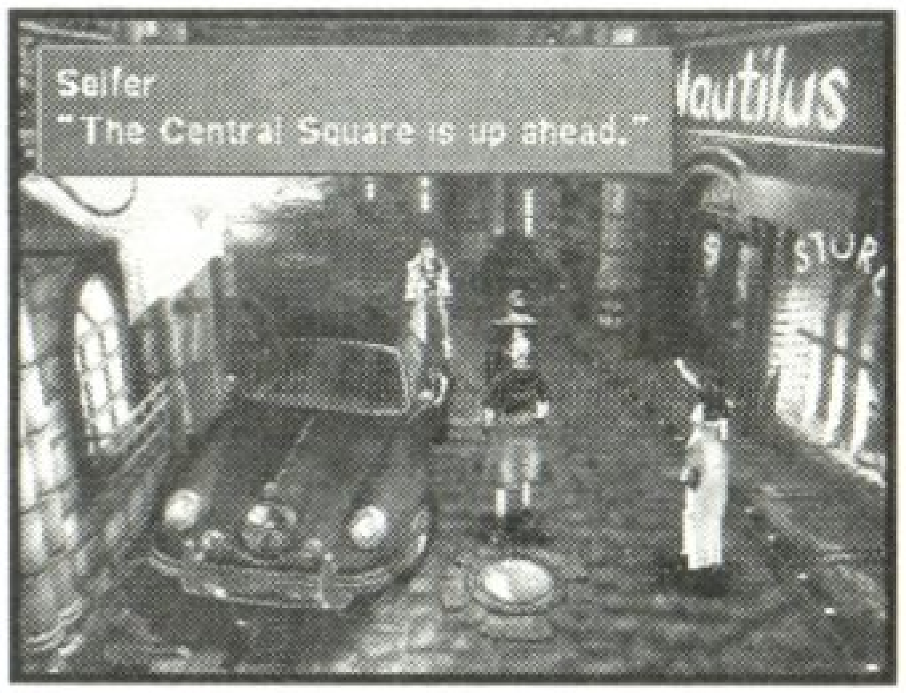
△ BUTTON - cancel

○ BUTTON - switch command (battle)

× BUTTON - select/talk

RIGHT ANALOG CONTROL
(not used in game)

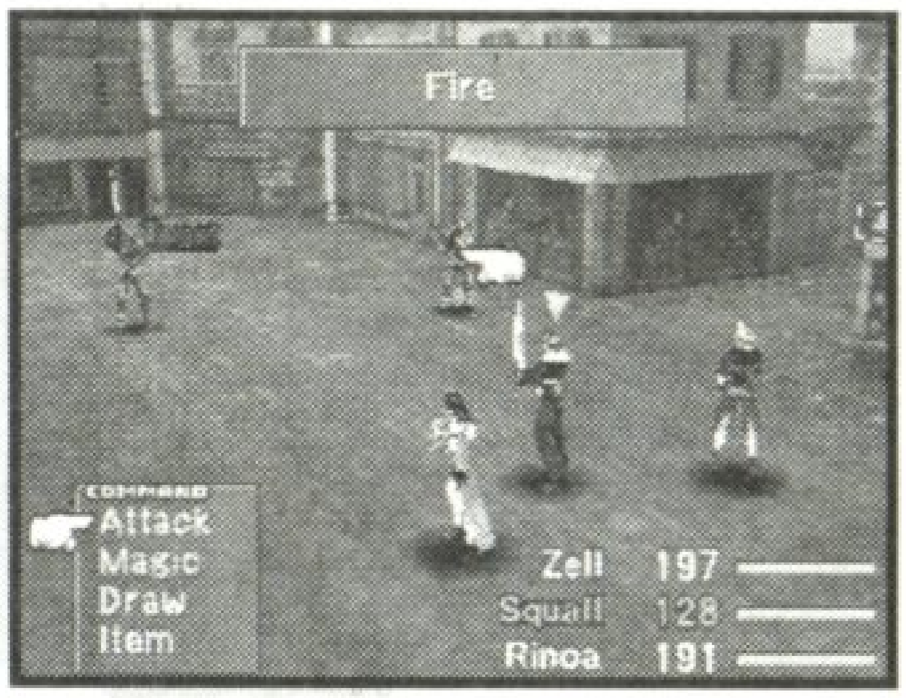
Demo Disc Instructions



Seifer
"The Central Square is up ahead."

When moving in the field:

Directional buttons (or Left Analog control) - move character(s)
⊗ button - talk to characters, advance to next dialog box
△ button - walk (rather than run)
START button - pause/vibration function ON/OFF screen



During battle:

Directional buttons (or Left Analog control) - move cursor, choose options
⊗ button - talk to characters, advance to next dialog box
○ button - switch command
△ button - cancel
L1 button - Target Window on/off
START button - pause/help screen/vibration function ON/OFF screen

Once your characters encounter an enemy, the Battle Window will appear, showing the name of each character, their current HP (Hit Point) level, and their Active Time Gauge. The Active Time Gauge will fill over time, and when it is full, that character's turn will occur. As a character's turn comes up, a yellow indicator appears above them and choices will be available in the Command Window. Different commands will appear at different times for different characters.

Attack - Attack enemy with weapon. If an indicator appears next to the Attack command, press the Right Directional button to switch to the **Fight** command, unleashing a more powerful attack.

Magic - Cast magic. First choose which magic to cast, then select a character to cast upon. The number next to the spell indicates how many times the character can cast that magic.

Draw - Take magic from an enemy to use. Select an enemy character to show what magic can be drawn. After selecting a magic to draw, select **Cast** to use the magic immediately or **Stock** to save the magic for later use.

G.F. - Summon Guardian Force. After the countdown, a giant Guardian will appear, inflicting massive damage on enemies.

Item - Use one of the items your characters carry. Items are frequently obtained after defeating enemies.

Note: You will not be able to save or load game data in this trial version of **Final Fantasy® VIII**.

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